

Episode 8 - Do Not Pass Go!

Jeff Probst: <narration> Previously on Survivor... <A dramatic music plays, as an aerial camera shows a faraway view of the castaways being led through the vast grassland by African tribesmen>

Jeff Probst: <narration> Eighteen Americans were thrust into nature's fierce battle for survival <A clip of a hippo emerging from the water and opening its mouth widely is shown> in the middle of Earth's Last Eden. <Both tribes are shown standing on their respective mats at a challenge>

Jeff Probst: <narration> From the *beginning*, **Fang** was destined to be a tribe of strategic power players vying for control of the *game*... <Rapid clips of several **Fang** members are shown>

Charlie: <to Dan> Are you, like, *comfortable* yet with anyone? <The camera focuses back in on Dan>

Jeff Probst: <narration> In the early days of the game, a powerful alliance was formed between Dan, Charlie, and *Paloma*... <The camera shows Dan and Charlie talking in a jungle area>

Dan: <to Charlie> I'll be honest; um, *I* have a good vibe about *you*. <Charlie can be seen smiling>

Jeff Probst: <narration> And a separate alliance of villains was formed between Ace, Corinne, Randy, and Ken that directly opposed them... <A clip of Ace, Randy, and Ken is shown next>

Ace: The three of us all have common *interests*. We don't mind sticking a knife in someone's back, as long as it's not one of *us*... <The camera then shows a close-up view of a devious Ace>

Ken: <to Ace> And then we'll go to the Final *Three*. <Ace subtly nods his head>

Ace: <to Ken> I agree *completely*... <The camera switches angles to show a contemplative Randy>

Randy - CONFESSIO**NAL**: The way I'm playing the game right now is *flawless*. <Another close-up view of Randy is shown> As long as I can *behave* myself and control my personality, I'll win the game and <short pause> it won't even be *close*... <The camera abruptly cuts ahead to show a frustrated Corinne sitting on a log by the fire, before she screams and then jumps up>

Corinne: <shouting> [Censored] *ants*! <A clip of several large ants scurrying across the log is shown>

Jeff Probst: <narration> But, unlike her *allies*, Corinne wasn't as interested in winning the *game*, as she was in winning the million *dollars*... <Corinne is shown lounging in the hammock on Exile>

Corinne - CONFESSIO**NAL**: This is somebody's idea of a cruel joke. Yeah; I'm questioning a *hundred* times a day why I agreed to put myself through this. You know, I really don't care about the experience; <short pause> I don't care about the *people*. <laughs> I am doing Survivor *completely* 100% for the *money*. <Corinne is shown kneeling down on the ground and digging with the machete>

Jeff Probst: <narration> But on Night 17, Corinne surprised everyone, including *herself*, when she found the hidden Immunity Idol at the **Kota** camp. <Corinne digs through the dirt with her hands>

Corinne: <to camera> Oh, *idol*! *Idol*! <Corinne claps excitedly, before she unwraps the idol>

Corinne - CONFESSIO**NAL**: *I* have no prayer of winning a vote against the *jury*, so <long pause> I'm gonna use the idol where I can do the most *damage*... <The camera shows a clip of Corinne holding the hidden Immunity Idol, and then fades out to show Ace clutching his idol>

Jeff Probst: <narration> The *other* hidden Immunity Idol was found by Ace, <Ace can be seen digging frantically under the tribe flag> after he betrayed Paloma's trust and stole it from right under her nose. <The camera shows a rapid view of Paloma, before turning back to Ace, who unearths the idol>

Ace: <to camera> That was not difficult. That was actually quite *effortless*, really. <Ace is shown>

Paloma - CONFESSIO**NAL**: My opinion is definitely that Ace found the idol and now he's trying to, like, *hoard* it and keep it for himself. <The camera shows a clip of Ace stashing the idol in a bush>

Jeff Probst: <narration> And she vowed that Ace would get his just deserts... <Ace is shown next>

Paloma - CONFESSIO**NAL**: I mean, yeah, he deserves a pat on the back for outsmarting me, <The camera shows Ace painting a black zigzag across his collarbone> but <pause> that doesn't mean I won't outsmart him ten times *over*. <The camera

scrolls back over to a confident Paloma> Ace is askin' for a *blindsideside*... <The camera now cuts ahead to show a clip of the Kota tribe's flag>

Jeff Probst: <narration> At Kota, there was an alliance between Jacquie, Bob, and Marcus, but both men wanted to take Jacquie to the end... <Marcus and Jacquie are then shown talking next>

Marcus: <to Jacquie> You've been my #1 ally this whole time. <Jacquie says "I know, and you are too"> I've never wavered from that... <A conflicted Jacquie is then shown again>

Marcus - CONFESSIOINAL: I definitely see Bob as a threat because I want to make it all the way in this game with Jacquie, <A clip of both Marcus and Jacquie walking back towards camp is shown> but for some reason, I feel like she really wants to keep Bob... <The camera now shows both tribes gathered together at a challenge, as Jacquie joins the Fang members on their red mat>

Jeff Probst: <narration> When Fang kidnapped Jacquie after winning a combined Reward and Immunity Challenge, Charlie and Dan immediately went to work on Bob to exploit the only crack in the former Kota tribe. <Corinne, Charlie, Dan, and Bob are shown talking in a grassy area>

Charlie: We're voting for Marcus tonight, Bob, <Bob raises his eyebrows> and we need a fourth person, so <long pause> we need you... <Corinne then says "Yeah, Bob">

Bob - CONFESSIOINAL: Charlie told me the plan is to vote out Marcus tonight, <Another view of Marcus is shown> but <long pause> I don't feel that tonight is the right time for me to vote Marcus.

Bob: I'll agree with you that Marcus is gonna have to go, but is tonight the night for me to do it? No...

Jeff Probst: <narration> But Bob made a fatal mistake... <The camera now shows Charlie>

Charlie: <to Bob> So you're not saying you would never vote Marcus off? You're just saying not tonight? <An expressionless Bob now nods his head, as he says "Yeah.">

Jeff Probst: <narration> And at Tribal Council... <Jeff is shown revealing votes for Bob and Dan>

Jeff Probst: We have a tie. <Bob now lets out a relieved sigh, as the camera focuses in on him>

Jeff Probst: <narration> Marcus confronted Bob. <The camera shows another clip of Bob>

Bob: <to Marcus> I told them that I might have to vote you out down the road, <Jacquie is now shown with a confused look on her face> but I wasn't comfortable doing it tonight... <Marcus is shown>

Marcus: <to Bob> That was not the answer I wanted to hear... <The camera turns to Dan>

Jeff Probst: <narration> It was the final nail in Bob's coffin, <The camera now shows Marcus holding his vote up to the camera: Bob> and with the added fear of having to pick a rock in a tie-breaker, Marcus switched his vote... <Jeff reaches back into the urn and pulls out the deciding vote>

Jeff Probst: Seventh person voted out of Survivor: Gabon: <A rapid view of a stern-looking Corinne is shown, before Jeff reveals the final vote to the castaways> Bob. <A clip of a disappointed Bob placing his torch into the slot in front of Jeff is shown>

Jeff Probst: Bob, the tribe has spoken. <Jeff can now be seen snuffing out Bob's torch>

Jeff Probst: <narration> Eleven are left. <The camera shows Jacquie grabbing her torch> Who will be voted out tonight? <An aerial view of the Tribal Council village is shown, as the screen fades out>

Opening Credits: 'Ancient Voices of Gabon' begins to play, as the camera shows a close-up view of the blazing sun shining down on the African grassland, and then abruptly cuts ahead to show a circle of silhouetted tribal dancers. A hippo can be seen emerging from the water and opening its mouth widely, before the Survivor: Gabon logo flashes onto the screen for a quick second. Two elephants are shown tromping side-by-side, before the camera shows an aerial view of a grassy cirque. The words "18 Castaways" now appear, as the camera shows a rapid clip of the nine Fang tribe members hiking through the grasslands. Their tribe name is then shown on a red challenge flag. The first castaway to be shown is Corinne. A clip of her walking in front of her tribe's hut is shown, before the camera shows a close-up view of a color-enhanced photo of her grinning. Ace is shown using a makeshift "fire bow," as he attempts to start a fire. The camera now cuts ahead to show a medium-sized photo of him with flames flickering around it. A close-up view of a gorilla hanging on to two branches is shown. The camera shows Michelle pointing something out on the map, and then scrolls up to her face. A rapid clip of her smiling in a brightly colored photo is now shown. A rapid clip

of an eagle perched watchfully in the treetops is shown next. **Gillian** is shown, as she walks through a grassy area. A large black-and-white photo of her with water running down it is then shown. The next castaway is **Charlie**. He is shown carrying an armful of firewood, before the camera abruptly cuts ahead to show a close-up photo of him smiling along the left side of the screen. **Dan** is then shown tethered to several tribemates, as he runs during the first Immunity Challenge. He is now shown in a faraway black-and-white photo. The camera rapidly zooms in on it, and focuses on it for a second, before fading out to show a hippo with its head half-submerged underwater. **Ken** can be seen working on repairing his tribe's hut. He is then shown in a medium-sized photo with water running down the left side of it. A clip of **Paloma** walking during the opening hike is shown. A brightly colored photo of her smiling widely is then shown. The camera shows a close-up view of a smirking **Randy**, before a large black-and-white photo of him flashes onto the screen, and the camera shows a view of a chimpanzee lumbering along the jungle floor. A fast-forwarded view of the sky is shown, as the clouds rapidly shift around a lone tree and day turns to night. The words "**39 Days**" appear on the screen, as the camera cuts ahead to show the starry night sky, and then abruptly cuts ahead to show a close-up view of the **Kota** tribe's yellow challenge flag. The camera shows **Bob** standing in his tribe's yellow canoe, and then fades out to show a close-up photo of him along the left side of the screen. **G.C.** is now shown carrying a long tree branch over his shoulder and then tossing it down. A color-enhanced photo of him with one corner burning is shown next. A python striking at the camera is now shown, before the camera shows the next castaway. **Kelly** can be seen walking alone in a jungle area, before the camera fades out to show a brightly colored photo of her with water running down it along the right side of the screen. A close-up view of **Jacquie** is shown, as she laughs at something and turns her head. The camera then shows a quick photo of her in the middle of the screen. **Marcus** is shown carrying a bundle of sticks, as the camera rapidly zooms in on him, and then fades out to show him smiling in a brightly colored photo with flames flickering around it. A close-up view of a leopard is shown next. The camera shows a clip of a determined **Crystal** running during a challenge. She is then shown in a photo with flames flickering around it. A herd of elephants is then shown roaming through the grasslands, before the camera shows a close-up view of a red river hog. The next castaway is **Sugar**, who is shown in a quick clip from camp, and then in a color-enhanced photo in the middle of the screen. **Matty** can now be seen forcefully chopping into a branch with the machete. A large black-and-white photo of him is then shown. An aerial view of several grassy islands is shown, as the camera scrolls around them. The last castaway to be shown is **Susie**. A close-up view of her emerging from a jungle area is shown, before the camera cuts ahead to show a large black-and-white photo of her. Lightning can be seen streaking across the dark sky. A quick clip of a tribal mask is then shown next. The camera shows a darkened view of the spooky Tribal Council village and scrolls across many shadowy figures and burning torches. The words "**1 Survivor**" appear on the screen, as the camera shows the silhouette of a castaway standing alone in front of a traditional African hut and holding up a torch triumphantly. Many rapid and indistinguishable images continue to flash onto the screen, before the camera shows the **Survivor: Gabon** logo and focuses on it for a few seconds. The theme music finishes, as the screen fades out.

Kota Tribe - Night 18

<A soft, eerie music plays, as an infrared view of the full moon is shown, before the camera abruptly cuts ahead to show the five remaining **Kota** members returning back to camp>

Marcus: Well, that kinda sucked... <The camera then switches angles to show Charlie>

Charlie: Yeah; that was not *fun*... <A clip of an elephant munching on leaves is shown, before the infrared camera shows Jacquie setting her torch up against the hut. The **Kota** tribe's fire is then shown flickering, before the camera scrolls over to a relieved Dan>

Dan: You know, the one thing you *can't* prepare for is the emotional toll this game takes on you... <Jacquie is shown walking over to her tribemates, before the camera turns to Marcus>

Marcus - CONFESSIONAL: Jacquie being away from camp today means that she was out of the loop at Tribal Council; <short pause> she didn't know what went on with *Bob*, and unfortunately, I was left in a position where I had no choice but to vote Bob. <Indistinct conversation is heard, as the infrared camera switches angles to show Marcus and Charlie>

Charlie: <whispering to Marcus> Thank you for not voting *Dan*. <Marcus says "Yeah"> I know that was a hard decision for you... <The camera turns to show Jacquie, Corinne, and Dan>

Marcus - CONFESSIONAL: <continued> I made a move so that I could stay close with *Jacquie*, and <pause> in doing so, I *may* have just severed that bond... <A prominent drumbeat is heard, as the infrared camera shows both Marcus and Jacquie sitting by the fire>

Jacquie: <to Marcus> I didn't even know that there was, like, bad blood between you and *Bob*.

Marcus: <to Jacquie> It wasn't bad *blood*. <Jacquie says something inaudible> Honestly, *Jacquie*, I know you're upset, but like, think about it from *my* perspective. <Jacquie is shown>

Jacquie: <to Marcus> I just wish you didn't switch because... <The camera returns to Marcus>

Marcus: <to Jacquie> It wasn't done *maliciously*. <A wide view of all five **Kota** members is then shown> I mean, my loyalties are still to **Kota**, and that's not gonna change... <The infrared camera now zooms back in on a sad-looking Jacquie again>

Jacquie: <to Marcus> But, like, he looked me dead in the face, and <short pause> he was *heartbroken*... <Another close-up view of an expressionless Marcus is then shown>

Jacquie - CONFESSIONAL: I definitely did not see Marcus' betrayal coming this *early*. I was completely shocked. Like, I don't think Marcus made that vote with *my* best interest in mind at *all*. <A clip of both Jacquie and Marcus talking to each other is shown next>

Jacquie: <to Marcus> I think it was a little *selfish*... <Marcus then nods his head>

Marcus: <to Jacquie> No, you're right. It was *completely* selfish. <Jacquie now says something else> But you can't [inaudible]; I mean, you didn't have to *worry* about that. Those were very real *fears* for me, <Jacquie says "Okay"> and <long

pause> it's *stupid* to let it go to a tie cause then it comes down to picking rocks and you *know* nothing good's gonna come of that... <An eerie sound is then heard, as the camera goes back to an emotional Jacquie>

Jacquie - CONFESSIONAL: <continued> I think he was just covering his own butt, and <long pause> my whole strategy might have to *change*. <A watchful Charlie is shown sitting by the fire> I don't know if I can trust *Marcus*... <There is a prominent drumbeat, as the infrared camera shows close-up views of both Marcus and Jacquie. The screen fades out>

Kota Tribe - Day 19

<A fast-forwarded view of the early morning sky is shown, as the clouds can be seen shifting rapidly over the African savannah. The camera then fades out to show an aerial view of a grassy valley, before cutting ahead to show the **Kota** tribe's flag. Marcus is now shown slicing up a potato, before the camera shows a distant Corinne sitting on a nearby log>

Corinne: <talking loudly> I [censored] *hate* this place! <The camera zooms in on Corinne>

Corinne - CONFESSIONAL: So today's Day 19 and I'm, like, *shocked* that I'm still here. <A view of Marcus placing a pot of potatoes over the fire is then shown> You know, this *isn't* exactly my thing. I'm around people that I can't *stand* 24 hours a day. <Jacquie can be seen laughing at something> I'm shocked that I haven't *killed* any of these people yet. <Corinne is then shown again> I mean, frickin' Dan and Charlie are practically a *bromance* now! It's *obnoxious*... <A comical sound is heard, before 'Goofy Boys' begins to play, and the camera shows a clip of Dan and Charlie both bathing in the shallow lake waters>

Charlie: <to Dan> You have dirt, like, all over your *back* and on your shoulder. <Dan can then be seen trying to look over his shoulder, as he moves his arm>

Dan: <to Charlie> Show me, cause I can't see where... <Charlie is then shown again>

Charlie: <to Dan> Do you want me to do it? <Dan is now shown with a slight smile on his face, as he hands his buff to Charlie and Charlie says "*Okay*">

Dan - CONFESSIONAL: Charlie's a great *guy*, and <pause> if Charlie wants to help me, you know, wash my back, um, I'm not gonna be *squeamish* about it. <The camera shows Charlie scrubbing Dan's back with his buff> I mean, *why*? <laughs> I mean, Charlie's one of my best friends out here, and I like him as a friend. <The camera continues to show both Dan and Charlie> Nothing *more* than that, *no*. <laughs> <Another view of a smiling Dan is shown next>

Dan: <jokingly> You just *know* this is gonna be on TV... <laughs> <An amused Charlie is shown with a wide grin on his face, as the camera continues to focus on him>

Charlie - CONFESSIONAL: I think Dan is a little bit more in touch with his emotional side than most straight guys are, but to me, he's very innocent and it's totally *adorable*. <Dan is now shown laughing at something> I think, though, Dan's also very *insecure*, and I'm not really sure *why* he lacks confidence because he's *very* intelligent and not too shabby on the looks either. <laughs> I mean, he's not *Marcus*-level, <A rapid clip of Marcus is shown next> but he's pretty *attractive*. <laughs> <The camera now focuses back in on Charlie> Dan is definitely my

closest ally on **Kota**, but <long pause> I *know* that Dan's gonna have to go *eventually* in order for me to win; <short pause> I just hope it's not for a long time... <laughs> <The screen fades out>

Fang Tribe - Day 19

<'Abagail Scenic' plays, as the camera shows an aerial view of several jagged limestone cliffs is shown, before the camera fades out to show a snake slithering along the ground. G.C. and Ken can then be seen walking along a grassy path together>

Ken: <to G.C.> I've been wanting to talk *strategy* with you, G, cause it seems like you're always, like, talking with *Crystal*... <The camera focuses in on a thoughtful G.C.>

G.C.: <to Ken> I try to spread myself around to everybody... <laughs> <Ken is shown>

Ken: <to G.C.> Okay. The five of us have an alliance to Final *Five*, right? <The camera fades out to show the other three **Fang** alliance members at camp>

G.C.: <to Ken> Yeah. That's *real*, man. <The camera shows the two men stopping to talk>

Ken: <to G.C.> Okay. *Don't* get mad at me for *saying* this, but <pause> I think *your* best option and *my* best option is to take out Crystal first, <The camera shows a clip of Crystal, as she eats a grasshopper> at Final *Five*, and then Ace at Final Four, <A view of Ace is shown next> but <long pause> you won't have to vote Crystal cause me, Randy, and Ace [inaudible]. <G.C. then says something to Ken> You *understand* that? <G.C. is now shown again>

G.C.: <to Ken> 'Long as I don't gotta break my *word*, I don't see much of a problem with it...

Ken: <to G.C.> So, <long pause> if my strategy works, the Final Three will be me, you, and *Randy*. <A close-up view of G.C. is shown, as he subtly nods his head>

G.C.: <to Ken> That sounds okay with *me*... <A prominent drumbeat is heard, as the camera cuts ahead to show Ken and G.C. walking towards **Fang**'s red treemail basket>

G.C.: What do we have here? <Ken reaches into it and pulls out a red piece of parchment>

Ken: <to G.C.> *What* do we have here? <G.C. says "*Dun, dun, dun*," before the camera abruptly switches angles to show the two castaways returning back to camp>

G.C.: <shouting> Yo! *Treemail*! Let's *go*! <Ace is now shown turning his head, as Paloma says "*Yeah*!" The camera then goes back to both Ken and G.C. again>

Ken: <to G.C.> Wanna do the honors? <G.C. can be heard saying "Sure," as Ken hands him the treemail message. The camera shows a wide view of the six **Fang** members, before focusing back in on G.C., who reads the message aloud to his tribemates>

G.C.: *Fang tribe: Gather your personal belongings and go directly to Tribal Council. Do not pass Go. Do not collect Immunity. Further instructions await when you get there...*

<The camera shows a view of Randy, who displays a confused expression on his face>

G.C.: What do y'all think about that? <Paloma can be heard exclaiming "Oh my God!">

Ken: Tribal Council doesn't sound so *fun*... <The camera then focuses back in on G.C.>

G.C.: Who says we're *merging*?! <G.C. can be seen raising his arm, before the camera zooms out to show the other **Fang** members packing up their belongings>

G.C. - CONFSSIONAL: We just got treemail, which is pretty unusual, you know, for this time of day, <A clip of Randy grabbing the **Fang** flag is shown> and <pause> treemail basically told us to pack up our stuff and go to Tribal Council, <The camera now shows Ace carrying the fishing gear> so we're assuming that **Kota** got the same note and both tribes are gonna meet up at Tribal Council. <G.C. is shown, as he says "Let's *do* it, man!"> I don't know if we're gonna *merge* or we're gonna vote someone out, but <long pause> something funky's goin' down today in Gabon... <A prominent drumbeat is heard, as the screen abruptly fades out>

Tribal Council - **Fang Tribe** & **Kota Tribe**

<'Tally the Vote' begins to play, as the camera shows a fast-forwarded view of the clouds shifting in the darkening sky, and the sun can be seen setting. The camera then fades out to show an aerial view of the Tribal Council village. The six **Fang** members can now be seen walking in through the Tribal Council entrance, before a snake is shown slithering along the ground. The camera now scrolls over to Jeff, as the castaways over to individual torch slots>

Jeff Probst: As you walk in, put your torch in the slot in *front* of you <The camera shows Ken setting his torch into the slot> and take a spot behind it. <A wide view of the six **Fang** members is shown, before the camera turns to show the four **Kota** members walking in through the Tribal Council entrance. A close-up view of a watchful Ace is shown next>

Jeff Probst: **Fang**, getting your first look at the new **Kota** tribe: <A prominent sound is heard, as the camera shows Crystal turning her head> *Bob* voted out at the last Tribal Council. <Randy raises his eyebrows and then subtly nods, before the camera turns to G.C.>

Randy: *Bob's* gone... <Ace is then shown with a relieved look on his face, before a smiling Corinne places her torch into her slot and then stands behind. The camera cuts back to Jeff>

Jeff Probst: *Okay*; <short pause> you guys ready to get to tonight's *event*? <A wide view of the uneasy castaways is shown, as they nod their heads in anticipation>

Ken: Yes! <The camera now switches angles to show another view of Jeff>

Jeff Probst: A big theme in the story of the Garden of Eden is *temptation*. <The camera now focuses in on an uneasy Jacquie, as she subtly nods her head> I'm about to take that to the *extreme*. <G.C. is then shown looking slightly confused> Tonight, we're gonna do something a little *different*. <Another close-up view of Jeff is then shown> There will be no vote; <short pause> there will be no *Immunity*. <Crystal is shown with a thoughtful look on her face, before the camera focuses

back in on Jeff> Instead, I'm gonna make you an offer: <Jeff pauses, as the camera scrolls across several castaways> I'm offering one of you \$50 000 *right now*, <A prominent sound is then heard, as Jeff reveals five stacks of bills> *in cash*, to walk from this game. <Charlie is shown with his mouth gaping open, as he says "Wow!"> That is *half* of what second place gets... <The camera now switches angles to show a contemplative Corinne>

Corinne: Oh my *God*... <The camera continues to show Corinne for a few seconds>

Corinne - CONFSSIONAL: Ooh, *damn*; <short pause> that's like the ultimate apple that Jeff could throw in front of me because I've been here for the money from Day *One*, <The five stacks of bills are shown sitting on Jeff's stand> but it's like, now I have the *idol*; <short pause> I just fought to stay over *Bob*, so <pause> I don't know *what* I want to do... <A wide view of all eleven castaways is shown, before the camera returns to Jeff>

Jeff Probst: You will in effect be laying down your own *torch*. <The camera now turns to a stern-looking Randy> You have ten seconds to *decide*. <Jeff is then shown again> First person to snuff their own torch will be out of the game. <A close-up view of a burning torch is shown, before the camera rapidly scrolls across several **Fang** members, and then zooms in on Ace>

Ace - CONFSSIONAL: There's no way that I would *ever* lay down my torch for \$50 000. Are you bloody *insane*?! I mean, I have the *idol*; <short pause> I have numbers on my side either way; <The camera shows both Randy and Ken> and I'd much rather receive a check for a million dollars, quite *honestly*... <Jeff is then shown again>

Jeff Probst: Clock is ticking... <The camera focuses in on a pensive Paloma, and then switches angles to show G.C. with an undecided look on his face>

G.C. - CONFSSIONAL: Jeff's temptation, uh, that was definitely *tough*. <The camera continues to show a conflicted G.C.> You know, \$50 000 is more money than I make in a whole year; <short pause> I'm a *maintenance* supervisor, you know, so <long pause> I need that *million*, man. <laughs> I need it more than anybody else *up* there... <Jacquie is now shown with a thoughtful look on her face, before the camera goes back to Jeff>

Jeff Probst: \$50 000 *right now* or a shot at a million later? <Another view of G.C. is shown>

G.C.: <talking aloud> \$50 000 *is* a lot of money... <The camera then scrolls across several castaways, before focusing back in on Charlie, who displays an undeterred look on his face>

Charlie - CONFSSIONAL: Jeff could pretty much have offered any amount of money, but <long pause> there's *nothing* that would make me quit this game. <laughs> <The camera continues to show Charlie for a few seconds> In fact, I'm pretty sure they're probably gonna have to *drag* me out <laughs> because I do *not* want to leave this game; <short pause> like, *I'll* put up a fight... <laughs> <Another wide view of the eleven castaways is shown next>

Jeff Probst: Five, <Marcus is shown staring ahead> four, three, <The camera shows both Crystal and Ken> two... <There is a prominent drumbeat, as the camera abruptly cuts ahead to show a close-up view of a burning torch, and a female castaway can be seen snuffing it out. Shocked gasps are heard, before the camera scrolls up to show Corinne>

Jeff Probst: That's it. *Corinne* is out of the game. <Corinne is shown with a devious smirk on her face, before the camera switches angles to show a surprised Ace>

Ace: [Censored]! <The camera shows Paloma grinning happily, before going back to Jeff>

Jeff Probst: <to Corinne> You need to bring me your torch. <A prominent drumbeat is heard, as the camera shows Corinne discretely slipping her hidden Immunity Idol into Ace's bag. An eerie shift in the music then occurs, as a suspicious Paloma turns her head. The camera shows Dan staring into the distance, and then cuts ahead to show a delighted Corinne placing her torch into the slot in front of Jeff>

Jeff Probst: Corinne, <short pause> you've already snuffed out your own torch. <Corinne now nods her head gleefully> No need for me to snuff it again. <Jeff can then be seen handing Corinne the stack of \$50 000> This is *yours*... <G.C. now says "Oh, damn!">

Corinne: *Thank you, Jeff!* <Another wide view of both Jeff and Corinne is shown next>

Jeff Probst: <to Corinne> Time for you to go. <Corinne is shown with a joyful look on her face, as she quickly begins to run out of the main Tribal Council area>

Corinne - CONFSSIONAL: It was just the *right* time for me to leave the game. <The camera continues to focus on Corinne for a few seconds> I mean, I ran out of there like a *bat* out of hell. <laughs> I just didn't want to *be* there anymore. I was *miserable*. I *hated* the people I was with. <A close-up view of Dan is shown next> But, <pause> you know, I gave Ace the idol and I trust that he'll use it *well*, <The camera then scrolls over to an oblivious Ace> so <long pause> I'll go to sleep tonight on a bed of \$100 bills, and they can go sleep in the dirt. *Fine* by me... <Corinne now fades into the engulfing darkness, before the camera switches angles to show a surprised Ken. Crystal is then shown with an unimpressed look on her face>

Crystal - CONFSSIONAL: Corinne actually snuffing out her torch and stepping out of the game was just *insulting*. How can you just *stop* after 19 days and just *quit* for \$50 000?! <The camera shows a content Dan looking towards Charlie> You know, you've gotta have a burning *desire* to be here or else you're not gonna *make* it, <Crystal is now shown standing behind her burning torch again> and <short pause> Corinne obviously didn't *have* that... <The music speeds up, as the camera switches angles to show another view of Jeff>

Jeff Probst: So, <long pause> Corinne is out of the game. <Ace is shown with an infuriated look on his face> You are the Final Ten, <The camera scrolls across several castaways> and once again, the game changes when you least expect it: <A prominent drumbeat is heard, as Dan looks up and mouths "*Merge*." The camera then returns to Jeff> you will now return to one camp together for the rest of your time in this game. <Charlie is shown with a surprised look on his face> *Where're you gonna live?* <Randy immediately turns towards the other castaways>

Randy: **Fang**... <Another castaway says "**Fang**," before the camera switches angles to show Marcus, Jacquie, and Dan, and whispering can be heard>

Dan: Let's go back to **Fang**... <The camera shows Ken nodding, and then goes back to Jeff>

Jeff Probst: Alright; <short pause> you've decided you're gonna live at Fang's camp. <The camera shows another wide view of the ten remaining castaways> Grab your *stuff*, <short pause> head back to your new camp. <The camera shows Randy pulling his torch out of its slot> Good *night*... <A dramatic music begins to play, as the camera shows the Fang and Kota members walking out of the main Tribal Council area with their torches>

Dan - CONFESSIONAL: I *definitely* have an uneasy feeling if there *isn't* a merge in the next two days, <The camera now zooms in on Dan> because if we have another Immunity Challenge and Fang *loses*, Paloma's gonna get voted off <The camera then scrolls over to Paloma> and that'll give Ace and those guys numbers, so <long pause> a merge right now would open up the possibility of a 5-5 type of scenario, <A close-up view of a glaring Ace is then shown next> and that's the only way I think *new* Kota can survive. *Please*, merge; *please*... <laughs> <The camera shows another front view of Dan, before the camera shows an overhead view of the Gabonese village Tribal Council. The screen then fades out>

Fang Tribe & Kota Tribe - Night 19

<A mysterious music plays, as the infrared camera shows a view of the clouds shifting in the dark sky, and then fades out to show the Fang tribe's flag. The camera then scrolls over to the ten castaways, who can be seen returning back to camp, as Dan and Ken both say "Wow">

G.C.: <talking loudly> Corinne's *gone*! <The infrared camera shows a wide view of several castaways, as Ken can be seen setting his torch up against the hut>

Ken: That was the most surprising Tribal yet... <The camera now turns to Charlie and Ace>

Charlie: She just screwed *you* guys, huh, Ace? <Ace can then be seen shrugging>

Ace: <to Charlie> I mean, *obviously* I'm not pleased, but it is what it *is*... <Dan is then shown>

Dan: I can't believe she just *quit*... <A quick view of Ace is then shown next>

Ace: <to Dan> Well, she didn't outright "quit;" <short pause> she accepted a bribe, <The infrared camera now shows Marcus> but I mean, it's not like she quit because she couldn't *handle* it... <A close-up view of Jacquie is then shown, as the camera zooms in on her>

Jacquie: Well, Corinne actually had the *Immunity* Idol. <G.C. raises his eyebrows, as Crystal asks "She *had* it?"> That's why I was so *surprised* because she was the most safe out of *anyone*. <A wide-eyed Ace is then shown with a blank expression on his face>

Ace: *That's* interesting... <Indistinct chatter is heard, as the camera shows a pensive Randy>

Randy: So the idol is out of the *game*... <Paloma is shown with a terrified look on her face, before the infrared camera turns to both Ken and Randy again>

Ken - CONFESSIONAL: At Tribal Council, Jeff offered everyone \$50 000 to leave the game. I was, like, *shocked* that Corinne took it. <The camera now focuses in on Marcus, as he talks to several castaways> I didn't think that she *would*. <Another view of Ken is shown> I mean, I know she's here just to make *money* or whatever, but <long pause> she had five people on Fang who were gonna be on her side, <The infrared camera now shows several Fang members climbing into the hut>

but *no*, she may have just cost us all the game because we were counting on her for numbers... <G.C. can then be seen lying in the hut>

G.C.: I *knew* somethin' was goin' down today... <Indistinct conversation is heard among other castaways, as Paloma says "You guys are really gonna *like* it here">

G.C. - CONFSSIONAL: Well, we just got back to camp; <short pause> it turns out that both tribes are now living together, so <long pause> it definitely puts everybody kindof in a weird position, <Marcus is shown squeezing his way into the hut, as he asks "Are we all gonna fit?"> but <pause> *Corinne's* out of the game; we're assuming that her *idol* that everybody says she had is out of the game, <An infrared view of Ace's bag is then shown> so I think we just go to sleep tonight, and see what happens *tomorrow*. <The music changes, as the infrared camera fades out to show a fast-forwarded view of the sky, and then cuts ahead to show an elephant tromping through the jungle. Paloma and Charlie are then shown talking in a jungle area>

Charlie: <to Paloma> I missed you so much... <Paloma now smiles and nods>

Paloma: <to Charlie> Me too; <short pause> I was, like, "when are we gonna merge so I can talk to Charlie again?" <Charlie nods> cause this whole *time*, I've been, like, on the *outs*...

Charlie: <to Paloma> Is everything still...? <The camera zooms back in on Paloma>

Paloma: <to Charlie> Yeah. <Another wide view of both Charlie and Paloma is shown next>

Charlie: So you're still planning on going with me to the Final Two? <Paloma nods again>

Paloma: <to Charlie> *Yeah*... <The infrared camera focuses back in on Charlie>

Charlie: <to Paloma> I've been working *closely* with Dan, <Paloma says "Yeah" again> but <short pause> you're still my #1; Dan's #2. <The camera continues to show Paloma>

Paloma - CONFSSIONAL: I would say that Charlie's probably playing the best game right now, as far as *I'm* concerned, so <pause> I mean, I think he's the best person for me to be *aligned* with at this point... <Another view of the two castaways is now shown>

Charlie: <to Paloma> Okay, we have a lot to talk about... <The camera returns to Paloma>

Paloma - CONFSSIONAL: <continued> There's just something between Charlie and I. <A close-up view of Charlie is shown, as he speaks to Paloma> Like, I feel like we have a really good connection and I have a really good *vibe* from Charlie, so <long pause> he's the one person I'm gonna take to the end because he would never betray me... <Charlie is shown>

Charlie: <to Paloma> So you got Dan's *message*? <The camera shows Paloma nodding>

Paloma: <to Charlie> Yeah. <Another close-up view of a contemplative Charlie is shown next>

Charlie: <to Paloma> Okay; *good*. We were trying to tell you desperately not to vote Ace... <A clip of Ace adjusting his position in the hut is shown, before the camera returns to Paloma>

Paloma: <to Charlie> What happened with Corinne? <The camera shows Charlie again>

Charlie: <to Paloma> Corinne actually threatened us that if we voted her off, Ace would throw the challenge and vote *you*, <Paloma is now shown shifting her expression> and same if you voted Ace off... <The infrared camera continues to focus on Paloma>

Paloma: <to Charlie> Thank *God* she's gone! <laughs> <Charlie then says "I know">

Charlie - CONFSSIONAL: You know, you don't want to look like you're talking too much with people from the other *tribe* or from another *alliance*, <The camera shows Paloma speaking to Charlie> so Paloma and I actually snuck off, you know, away from the *tribe* and just filled each other in and everything that's been going on in the tribes... <Paloma is shown>

Paloma: <to Charlie> Where did Corinne find the idol? <Charlie is shown looking confused>

Charlie: <to Paloma> I don't know; <short pause> I think it was on *Exile*. <The camera continues to show Charlie> We were hoping *you* had it... <Paloma is then shown again>

Paloma: <to Charlie> Ace has it... <A perplexed Charlie now shifts his expression>

Charlie: <to Paloma> How does Ace have it?! <The camera zooms back in on Paloma>

Paloma: <to Charlie> It's a long story, but I trusted him when I shouldn't, and he took the idol for himself. <Charlie now widens his eyes> I mean, and then he told me, like, there's no idol under the *flag*. "Hello. I'm not *dumb*!" <Both Charlie and Paloma are shown again>

Charlie: <to Paloma> *Wow*. He's sneaky. <Paloma says "He's really, really, like, evil"> I *knew*; I told Dan, like, "We can't trust Ace..." <The camera shows another close-up view of Paloma>

Paloma: <to Charlie> But I think he has *two* now <Charlie asks "You *do*?!"> because Corinne definitely *slipped* something into Ace's bag... <A mysterious shift in the music occurs, as the camera shows Charlie with an uncomfortable look on his face>

Charlie - CONFSSIONAL: Finding out that Ace *definitely* has one, if not *two* hidden Immunity Idols is, like, some of the worst news I've ever received in my *life*, <The camera fades out to show Ace sleeping in the hut> and now with him pretty much having two free Tribal *Councils*, it definitely puts huge targets back onto myself and *Dan*. <Charlie is shown>

Charlie: <to Paloma> If Ace uses an idol, who do you think they'll vote for? <Paloma is shown>

Paloma: <to Charlie> I think that it's gonna be *Dan* first... <Charlie subtly nods his head>

Charlie: <to Paloma> You think *Dan*? <Paloma says "Mm hmm"> But if **Fang** loses, you're definitely gone, right? <A somber Paloma can be seen nodding her head>

Paloma: <to Charlie> *Yeah*; I'm going home... <The camera returns to a calculating Charlie>

Charlie: <to Paloma> *Okay*; <short pause> we can't let that happen. We'll figure something out. <The infrared camera zooms back in on a thoughtful-looking Charlie>

Charlie - CONFSSIONAL: *Ideally*, there would be a *merge* and the four members of **Kota** plus Paloma would vote for either Randy or Ace, <A clip of Randy snoring in the hut is shown next> but <long pause> unfortunately, I may have to throw the challenge and get rid of Marcus if we stay as tribes because, right now, my strategy is to protect Paloma at all costs <The infrared camera shows another view of Paloma and Charlie> and Paloma has more value to my game than *Marcus* does... <The screen abruptly fades out>

Fang Tribe & Kota Tribe - Day 20

<'Good News' plays, as the aerial camera rapidly scrolls above a fast-flowing body of water, and then fades out to show the vast Gabonese jungles. A close-up view of the **Fang** tribe's flag is shown, before the camera scrolls over to the **Kota** flag, which is located a few feet away. A female castaway can be seen pouring rice out into a pot of water, before the camera switches angles to show a clip of Ken, Dan, and G.C. lying in the hut together>

Dan: <to G.C.> So where'd you get the name *G.C.* from? <G.C. now turns towards Dan>

G.C.: <to Dan> Uh, my cousin gave it to me when I first started makin' *music* back in the *day*.

Like, I was about 15 years-old, and I've been rapping ever since... <Another wide view of Dan, Ken, and G.C. lying in the hut is then shown next>

Dan: <to G.C.> That's cool. <The camera now goes back to G.C., as he turns to Ken>

G.C.: Yo, Kenny, I think *you* need to learn to rap, bro... <laughs> <The camera then shows Ken with an uneasy smile on his face, as he laughs and jokingly says "*No, no*">

G.C. - CONFSSIONAL: It's Day 20. Final *Ten*, and I feel *great*, man. You know, I thought we were gonna wake up this morning, <A wide view of several castaways gathered around the fire is shown> we were gonna *merge*; we'd be one tribe; <G.C. is shown flipping his red buff from side to side> you know, get new buffs and maybe wake up to a *meal* or somethin', <Crystal is now shown scooping out rice> but <short pause> it didn't happen. You know, it definitely seems like we're back to the ol' *grind*... <Jacquie is now shown eating a spoonful of rice>

Jacquie: I think the rice at **Fang** tastes better than we had on **Kota**. <laughs> <A wide view of several castaways is then shown> Don't you *think*, Marcus? <Marcus is now shown next>

Marcus: <to Jacquie> Probably just an increase in *hunger* pains... <The camera then switches angles to show a watchful G.C. sitting by himself in **Fang**'s hut>

G.C.: <talking aloud> Man, I wish this game would just *kick* into high gear... <An eerie sound is heard, as the camera abruptly cuts ahead to show the tribe's fire flickering, before fading out to show an entranced Randy staring into it. He then looks up at Crystal>

Randy: <to Crystal> What do you think? You think we're gonna merge tomorrow? <'Gabon Numbers' then begins to play, as the camera shows Crystal turning towards him>

Crystal - CONFSSIONAL: We don't know if there's a merge; <short pause> there's no *feast* signifying a merge; <A clip of Charlie, Dan, and Paloma is shown>

we don't have new buffs, so as far as I'm concerned, it *is* still **Fang** vs. **Kota** right now, <The camera switches angles to show Ace> and <short pause> until I heard the word "merge" come out of Jeff's mouth, I'm not assuming *anything*. <Crystal is then shown again> I'm not even gonna *talk* to the people from **Kota**... <laughs> <There is a prominent drumbeat, as the camera abruptly cuts ahead to show the five **Fang** alliance members talking in a grassy area>

Randy: We have them in our *camp*; <short pause> um, they're already in our death trap, <A view of Ace is shown, as he nods> and we're gonna eliminate them one by one. <Crystal is shown with an excited look on her face, as G.C. repeats "One by *one*"> You know, this'll be Final Five right here... <The camera now zooms in on G.C.>

G.C.: As long as we stay as separate tribes for three more days, we got them no matter *what*... <Randy can be seen nodding his head, as Crystal says something>

Randy: <to G.C.> *Exactly*. We lose, Paloma's gone; <short pause> they lose, *one* of 'em's gone. <The camera then focuses back in on G.C. again>

G.C.: And it doesn't even matter which one... <Another view of Randy is then shown>

Randy - CONFESSIONAL: The arrangement right now is that both tribes are living at **Fang**, <A clip of several **Kota** members sitting by the fire is shown> but <long pause> strategically and *literally*, we are still two very separate tribes. <The camera focuses back in on Randy again> Um, if there were to be a merge tomorrow, I think it's obvious that Dan, Charlie, Marcus, Jacquie, and *Paloma* will be voting for someone in my alliance, <A close-up view of Paloma is shown next> and <long pause> the bottom line is: if they're not *with* me, they're *against* me, which is why they're going home... <Several prominent drumbeats are heard, as the camera shows another close-up view of a glaring Randy. The screen then fades out>

Fang Tribe & Kota Tribe - Day 21

<The camera shows a close-up view of the **Kota** tribe's hut and then fades into an aerial view of the vast African grassland. The camera shows a view of the sky and then scrolls down to show the **Fang** tribe's flag. G.C. is then shown fishing off of the wooden dock, as he pulls his line out of the water and a turtle snaps at it, pulling off the hook>

G.C.: <talking aloud> *Damn*, man. [Inaudible] ...just lost *another* one. <G.C. is then shown looking over his shoulder, as Ace can be seen standing nearby>

G.C.: <calling to Ace> Hey, *Ace*! You know what happened to our *fish* hooks, bro?! <The camera now zooms in on Ace, as he walks towards G.C.>

Ace: <to G.C.> *Yeah*; I've got them in my *bag* the other night from Tribal. <G.C. is shown>

G.C.: <to Ace> You feel like bringing 'em *down*?! You know I'm not gonna go through your *bag*... <The camera then switches angles to show Ace again>

Ace: <to G.C.> Sure; I'll be right down, bro... <A comical music begins to play, as the camera shows Ace walking back towards the main camp area, and then cuts ahead to show him crouching down in the hut and opening up his bag. There is a prominent drumbeat, as the camera shows a confused Ace pulling out the wrapped hidden Immunity Idol>

Ace: <talking aloud> What the hell is *this*?! Where did *this* come from?! <Ace now unwraps the idol, as he stares down at it with uncertainty> That looks like an exact copy of my idol...

Ace - CONFESSIONAL: My first thought was that somebody took the idol out of my hiding spot and put it into my bag, but then I realized that *Corinne* had the second idol and she had bequeathed it to *me*... <Ace is shown wrapping the idol back up and stuffing it into his pocket>

Ace: <talking aloud> I think I'm gonna keep this one exclusively to *myself*, thank you very much...<G.C. is then shown standing on the dock, as he continues to wait for Ace>

Ace - CONFESSIONAL: <continued> Suddenly Corinne quitting went from absolutely the worst thing *imaginable* to the best scenario *possible* for me <The camera cuts ahead to show a clip of Ace walking in a jungle area> because if I felt that I was going to be a target at the upcoming Tribal Council, um, I could potentially use an idol and still keep the other one in my pocket. <Ace is now shown pulling his first idol out of the bush, and holding both idols> You know, I have two idols and I've never even had to *go* to Exile. <laughs> I must've gotten a *horseshoe* stuck up my *ass* somewhere along the way... <laughs> <There is a comical sound, before the screen abruptly fades out>

Immunity Challenge - Your Time Is Up

<'The Bends' plays, as the aerial camera shows an aerial view of the jungle, and rapidly zooms ahead to a clearing, where a balance beam structure can be seen. The camera scrolls across an elaborate feast laid-out on a wooden table, and then shows rapid clips of several food items. A basket of fruit is shown, before the camera switches angles to show a bucket of iced beer and wine. The camera cuts ahead to show a close-up view of Jeff>

Jeff Probst: <talking loudly> Come on *in*, guys! <The camera now turns to show the excited **Kota** members walking in to the challenge area, as gasps and awes can be heard. A view of the **Fang** tribe is then shown next, as Crystal covers her mouth. Quick views of Ken, Jacquie, Marcus, and Randy are shown, before the camera zooms out to show both tribes assembling into groups on their respective mats. Jeff is then shown again>

Jeff Probst: How're you guys doing? <The camera shows a close-up view of Dan>

Dan: *Good!* <Several other castaways are heard responding, before the camera shows Jeff>

Jeff Probst: First things *first*, Paloma; <Jeff can now be seen walking over to the six **Fang** members> time to give it *up*... <Paloma then hands the Immunity Idol to Jeff, before the camera turns to show a quick view of the four **Kota** members. A close-up view of Dan is then shown, before Jeff sets the Immunity Idol back down on its stand>

Jeff Probst: Once again, Immunity is back up for grabs, <The camera switches angles to show a rapid clip of Randy> but today, tribal Immunity is not what you seek; <Jeff now sets the Immunity Idol down behind the stand and pulls out the Immunity necklace> *individual* Immunity is what you're playing for. <The camera then shows Crystal with a subtle smile on her face>

Jeff Probst: You are no longer two tribes. <Jacquie is shown smiling> Drop your buffs; <short pause> you're *merged*... <A few cheers are heard, as the camera shows Marcus hugging Paloma, and then switches angles to show G.C. tossing his red buff to the ground>

G.C.: <excitedly> Oh, we *made* it! <Both Randy and Charlie can then be seen hugging>

Randy: <to Charlie> /remember you; what's your name again?! <Excited chatter and greetings can be heard, as the camera zooms in on Ace, who has an unimpressed look on his face>

Ace - CONFESSIONAL: /was not overly excited to hear Jeff say "You're merging" because I'm about 5000% certain that Paloma is going to defect to the **Kota** tribe, <The camera shows a grinning Paloma> which cements the, uh, 5-5 tie that we've all been anticipating, but <pause> I'm the only person out of all ten of us who *knows* with any certainty that I'm safe for at least the next two Tribal Councils, <Another view of a devious Ace is shown> so <long pause> the sooner some of these people go, the *better*. /really could care less... <Jeff is then shown>

Jeff Probst: Marcus, here are your buffs. <Jeff can now be seen tossing a bag of buffs to Marcus> Pass 'em out; <short pause> put 'em *on*... <Marcus is shown handing a blue buff to Ken, before the camera switches angles to show G.C. putting his blue buff on>

G.C.: <talking aloud> New colors; new *buffs*... <The camera then shows rapid views of Jacquie, Paloma, and Dan, before scrolling back over to Jeff again>

Jeff Probst: You guys ready to get to your first *individual* challenge? <A wide view of the ten castaways is shown, as they excited nod their heads and respond with an enthusiastic "Yes!">

Marcus: Let's do it... <The camera now turns back to Jeff>

Jeff Probst: Today's Immunity Challenge will test your ability to tell *time* in the absence of *clocks* or watches. <The camera now focuses in on Randy, as he listens intently> Here's how it works: <short pause> you will each take a spot on a very thin *balance* beam. <A wide view of several castaways standing on a balance beam is shown> Your goal is to *estimate* when you've been on the beam for exactly one *hour*. <A close-up view of Marcus is shown, as he stares ahead> When you think it's been an hour, you'll call it *out*; jump into the water. <The camera now shows a male castaway jumping into a pit of water> So it's not necessarily who stays on the beam the *longest*. <Dan now nods his head knowingly, before the camera returns to Jeff> Person who steps off of the beam closest to the one hour mark without going over wins Immunity; <Jeff can be seen pointing to the Immunity necklace> is guaranteed a one-in-*nine* shot at winning this game. <A wide view of the ten castaways is then shown, as Charlie nods> Losers, Tribal Council *tonight*; <short pause> somebody will be voted out. <The camera shows a view of Ken, Ace, and Paloma, before an eerie shift in the music occurs>

Jeff Probst: *If* you feel so secure in this tribe, you don't think you need Immunity tonight, <A view of Ace is shown again> you can opt *not* to play in the challenge at all, <Ken is then shown with a thoughtful look on his face> and instead you can *eat* and eat and eat. <Dan can be seen frowning> If, on the other hand, you feel you might be a little bit in trouble, <A wide view of several castaways is then shown next> you can opt to participate *in* the challenge... <The camera now shows another close-up view of Jeff>

Jeff Probst: I'm gonna give each of you a black bead and a *red* bead. <Jeff can now be seen holding up two colored beads> Black means you wanna *eat*; <The camera shows G.C. subtly nodding his head> red means you wanna *play*. <A wide view of several castaways is shown, before the camera switches angles to show Jeff walking over to the ten tribe members>

Jeff Probst: I'll hand 'em out; <Jeff is shown handing two beads to Jacquie> don't do anything with 'em yet. <Ace and Paloma are shown, as Jeff hands each of them the colored beads>

Jeff Probst: Black means you wanna *eat*; <Jeff now hands two beads to Ken> red means you wanna *play*. <Dan is shown looking down at the two beads in his hand> This is another case of *temptation*... <The camera shows Jacquie with an uncomfortable look on her face, before focusing back in on G.C. Another view of Jeff is then shown next>

Jeff Probst: So now I want everybody to choose one bead, put it in your right hand, <A clip of Randy picking one of his beads is shown> put your right hand out. <A wide view of all ten castaways holding out their hands is then shown, before the camera returns to Jeff>

Jeff Probst: Three, two, one; *reveal*... <The camera shows both Randy and Paloma opening up their palms, and then zooms in on Randy, who chose the black bead>

Jeff Probst: *Randy's* decided he wants to eat. <Dan can be seen turning his head> Ace is going to eat, <A close-up view of a confident Ace is shown> and Kenny's going to eat. <The camera then turns to Ken> Everybody else is gonna participate in the *challenge*. <The camera switches angles to show Marcus> Ace, Randy, and Ken, take a spot at your feast bench. <The camera shows a close-up view of the Immunity necklace, as clouds rapidly shift in the sky behind it. The camera then fades out to show Randy, Ken, and Ace sitting at the table>

Crystal - CONFESSIONAL: When I saw Randy and Kenny and Ace take that food, <A rapid clip of Randy is shown> *I* was not pleased because that leaves two people in *my* alliance to maybe win Immunity and five people in the *other* alliance, <The camera now scrolls across the seven competing castaways> you know, so <long pause> I'm not gonna look out for *them*. I'm gonna look out for #1, which is *Crystal*... <Jeff is now shown again>

Jeff Probst: When we start, you guys can eat for as long as the challenge takes, <The camera zooms in on Ace, who is looking towards Jeff> until all these guys call out. <A wide view of the seven castaways standing on the balance beam is then shown next. Rapid clips of several castaways are shown, before the camera fades out to show another view of Jeff>

Jeff Probst: The challenge is now *beginning*. <Jeff then turns towards Ken, Ace, and Randy again> Dig *in*. <The three castaways can be seen ravenously reaching for various food items and filling up their plates, before Randy reaches for a pitcher of beer>

Randy: There's beer and wine... <Ken is now shown biting into a bread roll>

Jeff Probst: <narration> Ken digging in; <The camera then switches angles to show Ace eating a spoonful of potato salad> Ace digging in; <Randy can then be seen taking a large bite into a piece of fried chicken, as he says "Mmm"> *Randy* not wasting any time... <The camera shows a close-up view of a determined Crystal, and then scrolls over to Paloma>

Jeff Probst: <narration> Let's see what you've *learned* about telling time in your 21 days in Gabon... <Marcus can be seen looking up towards the sky, before the camera shows a view of the blazing sun shining down, and then fades out to show Jacquie staring into the distance>

Jeff Probst: <narration> This is gonna require *balance* and intense concentration... <A quick view of a focused Charlie is shown, before the camera scrolls down to show the castaways' legs below their knees, as they stand on the narrow balance beam. Another view of Ace, Ken, and Randy feasting is shown, before the camera switches angles to show G.C.>

G.C.: This *sucks*! <laughs> <Another clip of Jacquie is then shown again>

Jeff Probst: <narration> Person to step off of the balance beam closest to one hour without going over wins Immunity... <A close-up view of Dan is then shown next>

Dan - CONFESSIOANAL: I definitely had a *strategy* in the back of my mind, which was to, um, start counting 60 seconds over and over again until the hour was up, <Marcus is shown next> but <pause> something like that is gonna be next to *impossible* to count. <The camera shows Dan with an intense look of concentration on his face> I think it's gonna come down to *luck* more than anything... <The camera shows another view of the seven competing castaways>

Jeff Probst: <narration> From the looks of today's challenge, I'd say *Charlie*, Paloma, <Quick clips of each of the castaways are shown, as Jeff names them> Crystal, Jacquie, Marcus, G.C., and Dan are playing to *win* this game. <The camera then scrolls back over to the three feasting castaways again, as Ace can be seen looking up at Jeff>

Ace: Because it's not about fighting in every battle. <Jeff now looks towards Ace> It's about knowing when to *choose* which battles to fight while not costing yourself the *war*... <An eerie sound is heard, as Paloma raises her eyebrows. Jeff then turns his head towards Dan>

Jeff Probst: Dan, do you *agree* with that? <A close-up view of a determined Dan is shown>

Dan: I don't *care* what Ace says. <Ace can be seen raising his eyebrows and shrugging> I need this Immunity, Jeff. I have to fight for it every *time*... <A tribal chant is now heard, before the music speeds up and becomes more dramatic, and the camera shows a fast-forwarded view of the sky. Rapid clips of several castaways are shown, before the camera switches angles to show Ken licking his fingers, as he, Ace, and Randy continue to eat>

Ken: This is so *good*... <Randy can now be seen taking a drink from the pitcher of beer>

Jeff Probst: <narration> Three very secure people chowing down... <An eerie sound is then heard, as the camera shows G.C. with a conflicted look on his face>

G.C.: Hang tough everyone... <A surprised Crystal can now be seen turning her head>

G.C. - CONFESSIOANAL: I started to get a little paranoid up there, because it seemed like nobody else was *movin'*, <G.C. can be heard saying "G.C.'s out!" as he jumps off of the balance beam and lands in a pit of water> and man, I had *no* idea how long it had been, <laughs> so <short pause> my strategy was to jump off first just incase everybody else went over the one hour mark, <A wide view of several other castaways is shown> it would've went to whoever was over the

least... <G.C. is now shown climbing out of the water, before the camera focuses back in on Ken, who says “Good job, G”>

Randy: How’re you holding *up*, Crystal? <The camera shows an unfazed Crystal>

Crystal: I’m *fine*, Randy... <A close-up view of Marcus is shown, as he adjusts the position of one of his feet on the balance beam. A wide view of the six castaways is then shown>

Jeff Probst: <narration> With today’s merge, you are on your *own* in this game. Ten *individuals* vying for a million bucks... <Paloma and Charlie can now be seen whispering to each other>

Charlie: <whispering> How long do you think it’s been? <Paloma now looks up at Charlie>

Paloma: <to Charlie> I really, really think it’s been like 45 *minutes*... <Charlie is shown with a pensive look on his face, before the clouds can be seen shifting rapidly in the sky. The camera shows a view of Jacquie and then scrolls down to her feet, as she slips off of the beam>

Jeff Probst: <narration> Jacquie makes the slightest move; <A surprised G.C. is then shown standing off to the side of the challenge area> Jacquie is *out*. <Jacquie can now be seen climbing out of the water> It doesn’t mean you can’t win Immunity, if all these guys go over...

Paloma: <talking aloud> Come *on*, Crystal... <A view of an unwavering Crystal is shown, before the camera scrolls across the five remaining castaways>

Jeff Probst: <narration> You are trying to figure out when you’ve been out here one *hour*. <The camera now shows Ken, Randy, and Ace again> This is all about mind over matter... <Ace can be seen eating a chocolate, before the camera goes back to Jeff>

Jeff Probst: Randy, how’s that *food*? <The camera now focuses in on Randy, who is in the midst of chewing, as he points to his overflowing mouth>

Randy: <mumbled> Can’t talk with my *mouth* full... <Charlie raises his eyebrows, as he continues to stare down at the ground. Dan is then shown focusing straight in front of himself>

Jeff Probst: <narration> Nobody over here is even *looking* at these guys... <The camera then switches angles to show another wide view of Ace, Ken, and Randy again>

Ken: <to Ace> You think everyone *hates* us right now? <Ace can be seen looking towards Ken, as he shrugs carelessly and continues to eat>

Ace: <to Ken> *Probably*... <The camera now focuses back in on Jeff again>

Jeff Probst: Would that *surprise* you, Kenny, if they *did* hate you after this? <Ken is shown>

Ken: Not *really*, because we’re already very *divided*. <There is a prominent drumbeat, as the camera abruptly cuts back to a contemplative Dan, on the balance beam>

Dan: Why don’t we just vote them off *right* now?! The seven of *us*... <A non-responsive Crystal can be seen shifting her expression. The camera then turns to Ace>

Ace: <to Dan> Your target’s getting bigger by the *minute*... <Dan is then shown smiling>

Dan: <to Ace> I already know I’m at risk of being voted out, so I have nothing to lose by *trying*... <Several prominent drumbeats are heard, as the camera shows

another fast-forwarded view of the sky, and then fades out to show both Charlie and Paloma again>

Charlie: <to Paloma> What do you *think*? <The camera zooms in on Paloma>

Charlie - CONFESSIOAL: In order to win the *Immunity* Challenge, you had to stay on the balance beam as close as you could to the one *hour* mark without going over, <The camera now scrolls over to both Marcus and Dan> and I was fortunate enough to be *beside* Paloma, so we were able to strategize a bit, which other people didn't have the luxury of doing... <The camera shows Paloma and Charlie standing next to each other on the balance beam>

Paloma: <whispering> I wonder if I should, like, *go* and let you stay for a couple more minutes incase Crystal goes down... <Charlie nods his head and says "Yeah">

Jeff Probst: <narration> Charlie and Paloma talking it *out*. Interesting strategy... <The camera shows Randy with a watchful look on his face, and then goes back to Charlie again>

Charlie: <to Paloma> It has to be, like, almost 50 *minutes* right now. <Paloma can be heard saying "Okay; I'll go"> I don't think it's been over an hour... <A wide view of the five castaways is shown again, as Paloma jumps off of the balance beam and into the water>

Jeff Probst: <narration> Just like that, we are down to four... <The camera now scrolls across Charlie, Dan, Marcus, and Crystal, before cutting back to Jacque again>

Jacque: You *got* this, **Kota**! Come on! <Indistinct conversation can be heard between Charlie and Dan, as Dan can be seen looking towards Charlie>

Dan: <to Charlie> You gonna go? <The camera continues to show Charlie, as he jumps off of the balance beam and into the water. A close-up view of Paloma is shown next>

Jeff Probst: <narration> Now *Charlie's* in! <Ace is shown with a strange expression on his face, before the camera turns back to the three remaining castaways>

Jeff Probst: <narration> Immunity and a *guarantee* of a one-in-nine shot of winning this game. <Dan is shown with an uneasy look on his face> The longer you guys stay in this challenge, the longer they get to *eat*... <Ken can be seen shoveling food into his mouth with his hand, as indistinct chatter is heard, and the camera continues to show Ken, Randy, and Ace>

Jeff Probst: <narration> Crystal *has* not moved since the challenge started... <A stern-looking Crystal is shown staring ahead, before the camera cuts back to Dan again>

Dan - CONFESSIOAL: As more and more people start to drop out, it definitely plays with your *mind* a little bit. <Dan can be seen looking towards Crystal and Marcus> Um, I was *hoping* to go out immediately after *Crystal*, but <pause> I was really, really concerned that I'd gone *over* the hour, <The camera shows Dan jumping off of the beam> so I jumped off when maybe I *shouldn't* have. <Dan is shown climbing out of the water>

Marcus: *Sorry*, Dan... <Marcus then jumps off of the balance beam and into the water>

Dan - CONFESSIOAL: <continued> And then Marcus and Crystal were out a couple seconds *after*, <The camera now shows Crystal jumping into the water, before Dan can be seen shaking his head disappointedly> so <long pause> my

chances aren't lookin' too *good* right now... <laughs> <The camera switches angles to show Jeff>

Jeff Probst: <talking loudly> That's *it!* It's *over!* <Ace eats one more spoonful of coleslaw, before setting his utensils down> Stop *eating*. <Ken sets a corn-on-the-cob down> Whatever you've got in your mouth is okay; <short pause> if it's in your hands, set it down. <Ken is then shown with his cheeks stuffed with food, before a prominent drumbeat is heard, and the camera abruptly cuts ahead to show an aerial view of the challenge area. The castaways are then shown reassembled on their blue mat>

Jeff Probst: Okay; <short pause> I have your times. <The camera now switches angles to show Jeff again> I know a lot of you were concerned about going over the one hour mark. <A close-up view of Dan is shown> I can say that none of you *did*. <An expressionless Marcus is then shown> Today, it's as simple as "last person left standing *does* win Immunity." <Crystal is shown with a surprised look on her face> With a time of 51 minutes, 27 seconds, Immunity goes to *Crystal*... <The camera shows Ace with a content expression on his face>

Jeff Probst: <to Crystal> Come on *over!* <A joyful Crystal is then shown walking over to Jeff, as several castaways are shown clapping. The camera now focuses in on Jeff and Crystal>

Jeff Probst: Let me see if I can reach up there... <A few laughs are heard, as the camera shows Crystal smiling and bending her knees slightly. Jeff can then be seen placing the Immunity necklace around Crystal's neck, before the camera turns to G.C.>

Jeff Probst: Individual Immunity guarantees you safety at tonight's Tribal Council. <The camera now switches angles to show a view of Ace> Guaranteed a one-in-nine shot at a million dollars. <A view of a contemplative Charlie is then shown again> For the *rest* of you, one of you goin' home tonight... <The camera shows Jacquie staring ahead>

Crystal - CONFESSIONAL: I knew that the only way I was gonna win Immunity was if I was the last one left, <A disappointed Marcus is now shown next> because the moment I stepped *off*, someone was gonna go in right *after*... <Jeff is now shown again>

Jeff Probst: Grab your stuff; <short pause> head back to camp. See you at Tribal... <Crystal can be seen walking back over to her tribemates, as the ten castaways begin to walk out of the challenge area together. Marcus is shown with a somber look on his face>

Crystal - CONFESSIONAL: <continued> My goal from Day One has been to get to the *merge*, get to the individual challenges, <The camera focuses in on an immune Crystal> and then when the time came to step it up and go for the gold for *Crystal*, you know, that's what I *did*. <laughs> <Another wide view of the ten castaways is shown, as the screen fades out>

Merged Tribe - Day 21

<'Splendid Time' plays, as the camera shows two elephants marching through the savannah. A monkey is now shown perched on a branch, as it tugs at a cluster of leaves. A view of the ten castaways returning back to camp is then shown, before the camera zooms in on Charlie>

Charlie: *Congratulations, everyone...* <A smiling Jacquie is then shown next>

Jacquie: Yeah; this is *awesome!* <laughs> <The camera now goes back to Charlie again>

Charlie - CONFESSIONAL: As soon as I knew that we had merged and Crystal won Immunity, <Crystal is shown with the Immunity necklace around her neck> my mind just turned completely into *overdrive*. <laughs> <Marcus can be heard saying “Kota no more”> Like, before we’d even gotten back to camp, I had strategy in my mind, and <pause> I’m definitely gonna have to formulate a plan for how to chip away at **Fang** because if somebody from **Kota** goes home tonight, I have a feeling we’re *doomed*... <laughs> <The camera abruptly cuts ahead to show Crystal hanging the Immunity necklace from her torch>

G.C.: <to Crystal> A win well-*deserved*... <There is an extended silence, as the camera shows a wide view of the castaways standing around uncomfortably, and then zooms in on Dan>

Dan: That food smelled so *good*; <short pause> it was like *torture*... <G.C. is then shown>

G.C.: Kenny, you looked like a *chipmunk*, bro! <laughs> <Ken mumbles something inaudible, before the camera switches angles to show Dan again>

Dan: Randy, how much did *you* eat?! You were *stuffing* it in your face... <Randy is shown>

Randy: <to Dan> Um, I ate a *lot*... <The camera then scrolls back over to G.C.>

G.C. - CONFESSIONAL: The food was definitely, uh, *tempting*. <G.C. can be heard saying “I was *hungry*, but...”> You know, back home, I mean, you don’t really think about the value of *food* too much, but <short pause> bein’ out here definitely makes you appreciate what you have. <A view of several castaways is shown next> But, <long pause> even though I lost *badly*, <laughs> I’m definitely proud that I competed in the *challenge* today, and <pause> as far as I know, um, it’s gonna be *Dan’s* turn to go... <A high-pitched flute-type sound is heard, as the camera shows a clip of a forest buffalo grazing in the African grasslands, and then cuts ahead to show Marcus and Dan walking along a grassy path together>

Dan: <to Marcus> I can’t believe we missed out on it by *seconds*... <Marcus now nods>

Marcus: <to Dan> *Yeah*; <short pause> that was tough trying to get in people’s heads... <Dan continues to walk with Marcus, as he says “Well, *Crystal*, I mean...”>

Marcus - CONFESSIONAL: It was really important for somebody from **Kota**, the *new Kota*, which is myself, Jacquie, Dan, Charlie, and now *Paloma*, <Rapid clips of each of the named castaways are shown> um, to win the challenge and we *didn’t*, so that was kindof crushing because I feel like we were already fighting an uphill battle... <The camera now goes back to the main camp area, as several castaways can be seen sitting and lying in the hut>

Paloma: Um, are *we* gonna come up with a tribe *name*? <Dan then looks towards Paloma>

Dan: I say *Babongo*. <Another castaway can be heard asking “What’s that?”>

[Inaudible] a tribe in Gabon... <The camera now scrolls over to both Ace and G.C.>

G.C.: <to Dan> I can go with that, **Babongo**... <A close-up view of a glaring Randy is then shown, as he subtly nods his head, and Marcus says “I like that”>

Randy: Babongo it is... <The camera then switches angles to show a watchful Dan again>

Dan - CONFESSIONAL: Tonight's our first Tribal Council as the merged tribe Babongo, <A clip of Jacquie, Ken, and Ace painting a new tribe flag is shown> and <pause> it's definitely another huge vote for me because I know I have a target on my back. <Dan can now be seen painting his name on the blue flag> But, <long pause> with Crystal and G.C. participating in the *Immunity* Challenge, it just shows that they're not fully "evil" like the rest of Fang, <A close-up view of G.C. is shown> and they haven't been completely turned to the Dark Side. <The camera shows a clip of the Babongo tribe's fire flickering and crackling, and then fades into a view of the four former Kota members and Paloma talking in a grassy area>

Marcus: <jokingly> I feel like Ace is kinda doing the whole Dr. Evil thing, <Ace can be seen running his hand along the top of his head> so that makes G.C. and Crystal only *quasi*-evil by comparison... <The camera then shows Dan looking up and laughing>

Dan: <jokingly> The "Diet Coke of evil." <laughs> <Another view of Marcus is shown next>

Marcus: <to Dan> But that's why I feel like they're our best chance of not having another tie...

Dan: <to Marcus> This next Tribal Council is the *most* important one of the game, by *far*. <The camera now returns to Marcus, Charlie, and Jacquie again>

Marcus: Yeah; this determines *everything*. <Paloma can be seen listening intently> All we have to do is pick a yellow rock; <short pause> I mean, we have four out of seven chances...

Dan - CONFESSIONAL: I'd love to be the good guy to take down the bad guy, but <long pause> my only *hesitation* to vote Ace is that Ace has two idols, so <pause> *he* might decide to play one *tonight* just to ensure that he doesn't go home, <The camera fades out to show a clip of an unalarmed Ace sitting in the hut by himself> and then our five votes would bounce back onto me, so <long pause> *I'm* not doin' that. <laughs> I value my life in this game too much... <laughs> <Marcus is now shown talking to his alliance members again>

Marcus: What're we gonna *do*? <The camera zooms in on a thoughtful Dan>

Dan: We have to vote for *Randy*, because Ace may play an *idol*... <Jacquie nods her head>

Jacquie: <to Dan> I think that's *smart*. <The camera then zooms in on Charlie>

Charlie: <whispering> We'll get rid of Ace as soon as we can... <The camera then switches angles to show a wide view of four former Kota members and Paloma>

Jacquie: And Randy's, like, making deals with *everyone*. <Charlie asks "He *is*?!"> He tried to

make one with me on the *Reward*; <short pause> that's why I'm nervous... <The camera now scrolls back over to Dan again, as indistinct whispering is heard>

Dan: Randy might even be more sneaky than *Ace*! <Jacquie now nods her head dramatically>

Jacquie: <to Dan> Cause at least with Ace we *know*... <Charlie is now shown again>

Charlie: So put *Randy* down no matter what... <A soft, sympathetic music now begins to play, as the camera shows a warthog sniffing at the ground before it

looks up and turns it head. G.C. and Dan can then be seen gathering firewood in a jungle area>

G.C.: Usually, in this game, it's the people who do the most backstabbing and lying who *win*; you know what I mean? <Dan now breaks part of a dead branch off of a tree>

Dan: <to G.C.> *Really?! Good wins over evil most of the time, I think...* <Dan is shown>

Dan - CONFESSIONAL: I definitely think it's possible for Crystal and G.C. to switch and vote with **Kota**, but I don't know that it'll be *this* Tribal Council. <The camera focuses in on Dan>

Dan: I mean, tonight would be the perfect time to take out *Randy*... <Crystal now looks up>

Crystal: <to Dan> Why Randy and not *Ace*? <A view of both Dan and G.C. is shown next>

Dan: <to Crystal> Randy's more *dangerous*... <The camera fades out to show a clip of Randy lying in the hut, and then cuts back to Dan again>

Dan - CONFESSIONAL: <continued> Um, I've planted my seed, and that's all I can really *do*, I guess. <Another wide view of Crystal, G.C., and Dan is shown> I can't *brainwash* them to write Randy's name down. <The camera now shows a close-up view of Randy again> That's something that they have to decide on their own, and hopefully I come back tonight with a *majority*... <G.C. and Dan can then be seen walking back to camp together>

Dan: <to G.C.> All I ask is that, if I'm *going* tonight, you feel *good* about it... <G.C. is then shown with a confused look on his face, as he tenses his expression>

G.C.: <to Dan> Feel *good* about it? <The camera switches angles to show Dan again>

Dan: <to G.C.> *Yeah*. <Another close-up view of G.C. is then shown next>

G.C.: <to Dan> I'm never gonna feel good about having to vote somebody off... <Dan is now shown subtly nodding his head, as G.C. says something else inaudible>

G.C. - CONFESSIONAL: As it stands *right* now, both tribes are gonna pick someone from the *other* tribe, <A wide view of several **Babongo** members gathered around the fire is shown> and everybody's gonna pick a rock and whichever side comes out on top, you know, comes out with the majority of the *tribe*... <The camera focuses back in on Dan and G.C.>

Dan: <to G.C.> You know, um, <long pause> you're a good kid. <G.C. then says "I'm *trying*, bro!"> Don't let them *corrupt* you. <Dan is shown again> I believe in you with my whole *heart*...

G.C.: <to Dan> Yeah, man; *thank* you... <The camera now shows an undecided G.C.>

G.C. - CONFESSIONAL: <continued> At the same time, Charlie and Dan want to vote *Randy* out, but, you know, I swore to Crystal on my *cross* that I'd stay with her; <G.C. is now shown holding out the cross on his necklace> *Kenny* promised me Final Three. <A quick view of Ken is then shown> I mean, as much as some of the people on the other side maybe *do* deserve it more, that's the only group I'm gonna beat in the end cause Randy and Ace and Kenny are not too *popular* around here right now, <laughs> so <long pause> I gotta just stay where I am, man, and just *roll* with it... <A clip of an animal skull lying on the ground is shown, before the

camera fades out to show the former **Fang** members gathered in the hut together>

Randy: Write down *Dan*, <Randy now points to Ken> Dan, Dan... <Crystal nods her head and says “*Dan*,” before the camera switches angles to show the former **Kota** members>

Marcus - CONFSSIONAL: As this newly merged tribe, we’re so *polarized* between new **Kota** and new **Fang** that, <A quick clip of Jacquie and Paloma talking is shown> as far as I can tell, nobody sees any other option *but* picking rocks... <The camera zooms back in on Dan>

Dan: I’m *totally* willing to pick a rock... <Jacquie says “Yeah,” before the camera abruptly cuts ahead to show the five former **Fang** members talking in a group again>

Randy: I’m trusting this group, as, as my *friends*, which is not *easy* for me to do, <G.C. is shown with a conflicted expression on his face> and <long pause> this is a test of *loyalty* right here. <Ken is then shown subtly nodding> You know, anybody who wavers from **Fang** will have their head cut off, and... <Ace is now shown next>

Ace: We just have to get past this one vote *unscathed*. <The camera returns to Randy>

Randy: <to Ace> And I think I have a way to *do* it... <There is a prominent drumbeat, as the camera switches angles to show the former **Kota** members again>

Marcus - CONFSSIONAL: <continued> The only potential *curveball* I see would be Jacquie voting with **Fang** <The camera shows a close-up view of an expressionless Jacquie> either because of some kind of *deal* she made with them or out of anger towards me, but <long pause> God, I *hope* not... <A close-up view of the red-orange sun is shown, before the camera fades out to show Ace, Randy, and Jacquie talking>

Randy: We’re not writing your name down, but <pause> it’s gonna be *Marcus*; <A surprised Jacquie asks “Yeah?”> you know, and that’s only fair for what he did to *Bob*. <The camera shows Randy again> You know, what goes around *comes* around... <Jacquie is shown>

Jacquie: <to Randy> I *still* don’t get why Marcus voted Bob... <Randy is shown again>

Randy: <to Jacquie> And, you know, that makes this vote *easier*, <The camera fades out to show Marcus packing his bag> because if there’s a tie, *everybody’s* ass is on the line... <The camera now scrolls back over to a contemplative Ace>

Ace - CONFSSIONAL: Marcus is *not* our target. Our target is Dan, <Dan can now be seen grabbing his torch> but if Jacquie thinks it’s Marcus, we could potentially arrange a vote that’s five for, uh, *Dan*; <A wide view of several **Babongo** members grabbing their torches is shown next> four for somebody else, and one for *Marcus*, <Marcus is then shown, as Ace takes a long pause> and Dan would go home. <The camera now returns to Ace> **Fang**, *one*; **Kota**, *zero*... <laughs> <There is a prominent drumbeat, as the screen abruptly fades out>

Tribal Council #8 - Babongo Tribe

<'Tally the Vote' begins to play, as the camera shows a fast-forwarded view of the sun setting in the darkening sky, and then fades into a clip of the ominous moon. An aerial view of the Tribal Council village is now shown, as the camera scrolls closer to it, and then cuts ahead to show the ten **Babongo** members walking in to the main Tribal Council area. An immune Crystal can be seen placing her torch into its slot, before the camera switches angles to show a side view of Marcus. Rapid clips of both Ken and Jacquie are then shown, before the camera zooms out to show all ten castaways sitting down on their stumps. Jeff is then shown>

Jeff Probst: So, <long pause> a lot going on these past three days. <Charlie is seen nodding his head dramatically> Charlie, <short pause> on a scale of 1 to 10, how surprised are you at what's gone down since the last Tribal Council? <The camera continues to show Charlie>

Charlie: I think that it's probably been about an 8.5 or a 9. <The camera shows Dan> Like, there's so many twists and turns that are just completely *unpredictable*, <Crystal can be seen nodding in agreement> so you really have to be on your toes and you've got to be thinking about the game non-stop... <A pensive Randy is shown, before the camera goes back to Jeff>

Jeff Probst: Alright; so catch me up on the *merge*, Randy. <Ken is shown looking towards Randy> You picked a new tribe name? <The camera shows another close-up view of Randy>

Randy: Uh, **Babongo**. <An interested Jeff is then shown nodding his head>

Jeff Probst: **Babongo**. *That* has some *ring* to it... <laughs> <There is an extended silence, as the camera shows the ten **Babongo** members, and then returns to Jeff again>

Jeff Probst: Charlie, <short pause> did today's merge wake you up to how far you've come in this game? <A close-up view of Charlie is then shown next>

Charlie: Making it to the merge is *definitely* an important Survivor milestone. I mean, to use a comparison, it would be great if everyone could *walk* as soon as they're born, <Ace is shown with a strange look on his face> but you have to go through kindof like natural stages of progression from crawling to be being able to walk and then finally being able to *run*, <The camera shows G.C. looking towards Charlie> so I feel like Survivor's kindof the same way, <A view of Charlie is shown again> and now that we're all *together*, it definitely feels like it's another one of those small steps *towards* the million dollars... <The camera shows Jeff>

Jeff Probst: Randy, <long pause> where do *you* stand on that? Is this merge a good thing or a bad thing? <A close-up view of a stern-looking Randy is shown>

Randy: You know, I really don't look at making the merge as a good *thing*. <A confused-looking Jacquie turns towards Randy> Um, it's the Final *Ten*, and all that means is there's nine more people who still have to go <The camera now focuses in on Dan> and I don't wanna be *one* of them... <Charlie then shifts his expression, before the camera cuts back to Jeff>

Jeff Probst: <to Randy> I think that's an interesting comment coming from *you* because at today's Immunity Challenge, you were given a very simple option: <short pause> participate or *feast*, <The camera shows a view of both Jacquie and Dan> and you chose *feast*, so you can't be *that* concerned... <Randy can now be seen raising his eyebrows>

Randy: You know, if I go home tonight, the food is not what lost me the game, and <long pause> the way *I* see it, an hour of *eating* is better than an hour of standing

on a pole, <The camera now shows an immune Crystal> so you know, the people who chose to do the challenge, uh, more power *to* 'em. <A prominent sound is then shown, as Randy shrugs. A close-up view of the central fire burning is shown, before the camera fades out to show Jeff>

Jeff Probst: So G.C., <long pause> why were *you* in the challenge today? Why did you choose to *not* eat? <The camera continues to focus on G.C. for a few seconds>

G.C.: Because even though people already got their alliances, you don't ever know what's gonna *happen*, man. <Dan is then shown with a thoughtful look on his face> You know, there's always that feeling that something might be goin' on behind your back, and I was definitely a bit worried about how things were gonna go down today with the *merge* and everything, <The camera now shows Ace looking towards G.C.> so, I mean, I wanted that *necklace* cause I don't wanna be the one who's gonna have to pick a *rock*. <There is an eerie shift in the music, as the camera shows a wide view of the entire Babongo tribe, and then returns to Jeff>

Jeff Probst: G.C., is that just a known fact that there's five people on *one* side and five people on the other? <G.C. is shown again, as he nods his head>

G.C.: Well, you know, it's pretty much a known *fact*, Jeff, because Paloma been hanging out a lot with Charlie and Dan, <A prominent sound is heard, as Paloma shrugs> and I mean, there's a division in the *tribe*, so <pause> they're pretty much gonna pick somebody from Fang and we're gonna pick somebody from Kota, <The camera shows a view of Marcus> and if nobody switches their vote, then we'll have a *tie*, and <short pause> if you want *my* opinion, um, it's all because of Paloma betraying the *tribe*... <A prominent drumbeat is heard, as Paloma is shown with a strange expression on her face. The camera then cuts back to Jeff>

Jeff Probst: Paloma, tell me about that. Is G.C. *right*? <Paloma is now shown again>

Paloma: I mean, for me *personally*, it's like, this merge was my opportunity to stay in the *game* <Charlie is shown with a thoughtful look on his face> because as much as they want to pretend that we were *unified*, <Randy tenses his expression> I know that I was gonna be next to go on Fang, so <pause> it's not like I'm *betraying* them when I was never in their alliance to *begin* with. <Paloma is now shown> It's called trying to keep myself *alive*... <Ace raises his eyebrows, before the camera switches angles to show Jeff again>

Jeff Probst: Dan, when you guys all merged together, <A wide view of the Babongo members is shown again> did you try to find *cracks* in the Fang group? <Dan subtly nods his head>

Dan: Um, *absolutely*. We definitely tried to find cracks and, you know, <Charlie is shown listening intently> I think the most *obvious* one was exposed today at the Immunity Challenge by Crystal and G.C. choosing not to *eat*, <G.C. is shown shifting his expression> so I mean, <short pause> if you think about it from a logical standpoint, maybe that suggests they're on the *outside* of that group. <Ace now scowls, before the camera turns back to Jeff>

Jeff Probst: That group being... <Another view of Dan is then shown>

Dan: Randy, Kenny, and Ace... <There is an eerie shift in the music, as the camera shows Ken with an uneasy look on his face, and then focuses back in on Jeff again>

Jeff Probst: So *Dan*, <short pause> is it fair to say that the seven people fighting for Immunity deserve to stay in this more than the three who chose to *eat*? <Dan now nods his head>

Dan: *Yeah*; I think, <He takes a long pause, and then changes his train of thought> I mean, *I'll* put that out there right now. <Ace can be seen tensing his expression> The three people who chose to eat should go *first*, and I have no problem *saying* that... <The camera shows a burning torch, and then scrolls forward to show Paloma, before returning to Jeff>

Jeff Probst: Marcus, <short pause> last time you were here, you were scared about having to pick a rock. <Marcus nods his head in agreement, and says "*Yeah*"> What makes tonight's vote *different*? <The camera zooms out to show the entire **Babongo** tribe>

Marcus: Tonight, I feel so *strongly* that there's five people who really deserve to be here; <A view of Charlie is shown> who've played this game with honesty and sincerity and have stayed *true* to our commitments; <Jacquie can now be seen shifting her expression> we haven't been devious, and I feel like the other group has been the *opposite*, <Crystal is now shown with a blank look on her face> so <long pause> I see no other choice but to pick a rock and die for either good or *evil*, <Ace is then shown next> depending on the outcome, and <short pause> I *personally* didn't feel that way last time... <The camera now shows a conflicted Jacquie looking towards Marcus, before switches angles to show Jeff again>

Jeff Probst: Alright; <short pause> it is time to get to the vote. <A wide view of several **Babongo** members is shown next> Crystal, you have individual Immunity. <The camera now focuses in on an immune Crystal, as she looks up> It is *yours* unless you choose to give it to somebody else. <Crystal can then be seen shifting her expression>

Crystal: Hell *no*... <laughs> <A few laughs are heard, before the camera shows an uneasy Marcus adjusting his position on his stump and then returns to an amused Jeff>

Jeff Probst: So Crystal is clearly *not* gonna give up the necklace. <The camera now shows G.C. listening intently> You cannot vote for *Crystal*. <Jacquie is then shown with a nervous expression on her face> Everybody else is fair game. <Another view of Jeff is shown>

Jeff Probst: It's time to vote. <Jeff can now be seen pointing towards Ace> Ace, you're up. <A wide view of the entire main Tribal Council area is shown, as Ace can be seen standing up>

<Ace now walks past the central fire, as the camera fades out to show a burning torch, and then switches angles to show both Crystal and Dan. Ace can then be seen writing a name down on his piece of parchment, before a prominent drumbeat is heard, and the camera abruptly cuts ahead to show him holding it up:

Dan>

Ace: I think we both *know* this is coming... <A close-up view of Paloma is then shown, as she folds her vote in half and places it into the urn. G.C. can then be seen picking up the pen and uncapping it, before beginning to cast his vote. The camera shows a wide view of two burning torches, and then fades into a side view of Marcus, as he makes his way towards the voting confessional. The camera now cuts ahead to show him holding up his vote: **Randy**>

Marcus: Randy, <short pause> I don't have room for evil in *Eden*. <A close-up view of a glaring Randy is shown> Unfortunately, this is just the way the pecking order fell... <Marcus now begins to fold his vote in half. A quick clip of a tribal mask is shown, before the camera fades out to show Paloma staring into the distance, and then switches angles to show an immune Crystal making her way across the main Tribal Council area. She arrives at the voting confessional and picks up the pen, before the camera fades out to show the other nine **Babongo** members. Randy can then be seen holding his vote up to the camera: **Dan**>

Randy: Dan, you're a tough *competitor*, but <pause> I'm not sure how "*tough*" you are. <Randy can be seen folding his vote in half, before the camera shows a close-up view of a flickering flame, and then fades into a clip of an animal skull. The next castaway to vote is Ken. He can be seen uncapping the pen, before the camera shows a rapid clip of Charlie, and then cuts ahead to Dan, as he places his folded piece of parchment into the voting urn. Charlie is then shown standing up and walking past the central fire. The camera shows a quick view of an uneasy Marcus, and then switches angles to show Charlie holding up his vote: **Randy**>

Charlie: <whispering> It's Randy tonight for *three* reasons: <The camera fades out to show Randy staring ahead> 1) We think Ace might play one of his hidden Immunity Idols; <The camera then scrolls over to an unfazed Ace> 2) Because you're like the leader of some really evil people, and 3) Because I don't *trust* you... <An eerie shift in the music occurs, as the camera shows another close-up view of a worried Dan, and then fades out to show Jacquie arriving at the voting confessional. She picks up the pen and uncaps it, as a tribal chant is heard, and the camera shows rapid clips of both Marcus and Dan, who display nervous expressions. Jacquie can then be seen returning back to the main Tribal Council area, as the camera focuses back in on Jeff again>

Jeff Probst: I'll go tally the votes. <Jeff can be seen walking out of sight, as a haunting tribal chant is heard, and the camera fades out to show Crystal staring ahead. Marcus is then shown looking down at the ground, before the camera scrolls over to an uncomfortable Dan. A rapid clip of Charlie is then shown, before the camera cuts ahead to show a wide view of the entire main Tribal Council area, and Jeff returns onto the screen with the voting urn in his hands>

Jeff Probst: If anybody has the hidden Immunity Idol and you want to play it, <The camera shows a clip of Randy, Charlie, and Dan> now would be the time to do so. <A view of an uneasy Marcus is then shown, before the camera turns to a smug-looking Ace. Paloma can then be seen turning her head towards Ace, before Dan is shown again. The camera then switches angles to show another view of Jeff>

Jeff Probst: Okay; <short pause> once the votes are read, the decision is final. <Marcus is now shown again> Person voted out'll be asked to leave the Tribal Council area immediately. <The camera focuses back in on Randy for a few seconds> I'll read the votes. <Jeff can be seen removing the lid from the urn and setting it down on the stand in front of him>

Jeff Probst: <The camera shows Jeff reaching into the urn and pulling out the first vote. He unfolds it and then stares down at it> **First vote:** <Jeff now reveals the vote> **Dan**. <A mysterious shift in the music occurs, as a smiling Dan nods his

head knowingly. The camera then switches angles to show a concerned Jacquie, before returning to Jeff>

Jeff Probst: <Jeff can then be seen pulling the second vote out of the urn, before the camera shows a quick view of Randy. Jeff then unfolds the vote, and reveals it> **Dan K.** <The camera now shows a burning torch, and then scrolls forward to show the entire **Babongo** tribe, as an eerie sound is heard> **Two votes Dan.** <The camera zooms in on a tense-looking Dan, as he gazes ahead, and then abruptly cuts back to Jeff>

Jeff Probst: <A rapid view of Crystal and G.C. is shown, before Jeff reveals the third vote to the castaways> **Dan.** <An uneasy Dan is shown shifting his expression again> **That's three votes Dan.** <Quick close-up views of Dan, Paloma, and Crystal are shown, before the camera scrolls back over to Jeff again>

Jeff Probst: <Jeff is shown pulling the fourth vote out of the urn. He unfolds it, and then reveals it to the castaways> **Dan Kay.** <Dan is now shown with a disappointed look on his face, before the camera zooms out to show all ten **Babongo** members> **Four votes Dan.** <Another close-up view of a worried Charlie is shown next. The camera then returns to Jeff>

Jeff Probst: <The camera shows Jeff reaching back into the urn and pulling out the next vote. He unfolds it, and then quickly reveals it to the castaways> **Randy.** <A close-up view of Dan is shown, as he tenses his expression> **One vote Randy;** <Charlie is then shown looking towards Dan> **four votes Dan.** <The camera then switches angles to show a close-up view of Dan, before returning to Jeff, who has the next vote in his hands>

Jeff Probst: <Jeff quickly reveals the sixth vote to the castaways> **Randy.** <Another close-up view of a smiling Dan is shown, before the camera switches angles to show a glaring Randy> **Two votes Randy;** <Charlie and Paloma are then shown next> **four votes Dan.** <The camera shows a confident Ace staring ahead, and then scrolls back over to Jeff>

Jeff Probst: <Jeff can be seen pulling out the next vote. He flips it around, and then reveals it to the castaways> **Randy.** <A prominent drumbeat is heard, as the camera abruptly cuts ahead to show a surprised Randy tensing his expression. The camera then zooms out to show the entire **Babongo** tribe> **That's three votes Randy;** <An uneasy Ken is now shown, as he turns his head confusedly> **four votes Dan.** <The camera shows quick clips of Ace and G.C.>

Jeff Probst: <The camera shows Jeff reaching back into the voting urn and pulling out the next vote. He turns it over and then reveals it to the castaways> **Randy.** <A prominent sound is heard, as a nervous Charlie raises his eyebrows> **We're tied:** <short pause> **four votes Randy;** <A close-up view of Randy is shown, as he looks up> **four votes Dan.** <The camera shows Dan with a hopeful look on his face, and then goes back to Jeff again>

Jeff Probst: <Another view of Jeff is shown, as he turns the next vote over and reveals it to the castaways> **Dan.** <The camera shows Dan smiling knowingly> **That's five votes Dan;** <Jacquie is shown with a concerned look on her face> **four votes Randy.** <The camera shows Ace subtly nodding his head, before turning

back to Jeff> One vote left. <A close-up view of a frustrated Randy is then shown, before the camera fades out into a clip of the central fire flickering wildly. Jeff is now shown again>

Jeff Probst: <The music softens, as Jeff reaches into the urn and pulls out the tenth vote. He unfolds it, and then stares down at it for a quick second> Last vote: <A close-up view of an unfazed Ace is shown, before Jeff reveals the final vote>

Randy ☺. <There is a prominent sound, as the camera focuses in on a surprised Mikey, who now has an aggravated look on his face. A view of Ken is then shown, as he tenses his expression>

Jeff Probst: We do, in fact, have a *tie*: <A pumped-up Dan is now shown smiling and nodding dramatically> five votes for Randy; <short pause> five votes for Dan. <The camera shows a wide view of the entire Babongo tribe, and then focuses back in on Jeff> We're gonna have a *re-vote*. <The camera now shows Dan listening intently> Randy, you will not vote again. <The camera then zooms in on Crystal, as she looks towards Randy and Ace> Dan, *you will not vote again...* <Dan now nods his head knowingly, before the camera shows Jeff again>

Jeff Probst: The other eight will vote, and you're voting for either Randy or Dan. <A spooky shift in the music occurs, as the camera shows a conflicted G.C., and then returns to Jeff> *If, after the re-vote, we're still tied, we will be deadlocked,* <The camera shows an expressionless Ken gazing into the distance> and we'll move on to drawing rocks, <A prominent sound is heard, as Marcus looks up> which, after 24 days, *not* the most fun way to be out of this game... <The music speeds up and becomes more dramatic, as the camera once again shows close-up views of both Dan and Randy. Another view of Jeff is then shown next>

Jeff Probst: It's time to vote. <The camera now zooms back in on a smirking Ace> Ace, you're up... <A wide view of the main Tribal Council area is now shown, as Ace can be seen standing up and making his way past the central fire>

<A close-up view of Dan is shown, as he rubs his hand across his chin. Ace is then shown placing his folded vote into the urn, before the camera fades out to show a burning torch, and then cuts ahead to show Paloma folding her vote in half. G.C. is shown making his way across the main Tribal Council area, before the camera scrolls over to a tense-looking Randy, and then fades out to show Marcus folding his vote in half. An eerie shift in the music occurs, as he places it into the urn. A prominent drumbeat is then heard, as the camera shows a rapid clip of a snake, and then abruptly cuts ahead to show Crystal placing her vote into the urn. The camera scrolls across several Babongo members, before Ken can be seen arriving at the voting confessional and picking up the pen. Charlie now places his folded piece of parchment into the urn, before the camera shows a close-up view of Ace, and then switches angles to show a conflicted Jacquie walking up to the voting confessional. A close-up view of a stern-looking Randy is shown, before the camera turns to Dan. There is a prominent sound, as the camera shows a close-up view of a flickering flame, and then cuts ahead to show Jacquie arriving back at the main Tribal Council area and sitting back down. Jeff is shown again>

Jeff Probst: I'll go tally the *re-votes*. <A haunting African chant is heard, as Jeff can be seen walking out of sight. A wide view of the ten nervous Babongo members is

then shown, before the camera scrolls over to a tribal carving and zooms in on it. The camera then fades out to show Crystal staring ahead, before Jeff returns onto the screen with the voting urn>

Jeff Probst: Once the votes are read, the decision is final. <Another close-up view of an uneasy Dan is shown, as he listens intently> Person voted out'll be asked to leave the Tribal Council area immediately. <The camera now switches angles to show Jacquie with a worried look on her face> I'll read the votes. <A rapid clip of Randy is shown, before the camera cuts back to Jeff, who uncaps the voting urn>

Jeff Probst: <Jeff reaches into the urn and pulls out the first vote> **First vote:** <He now reveals the vote to the castaways> **Dan.** <A close-up view of an unfazed Dan is shown, as he subtly nods. The camera shows a quick view of a glaring Ace, and then returns to Jeff>

Jeff Probst: <Jeff pulls the second piece of parchment out of the urn, and quickly glances at the vote before revealing it to the castaways> **Randy ☺.** <A wide view of several **Babongo** members is shown> **One vote Randy;** <Randy can be seen tensing his expression> **one vote Dan.** <The camera then returns to Jeff, who already has the next vote in his hands>

Jeff Probst: <Jeff quickly reveals the third vote to the castaways> **Randy.** <Paloma is then shown with a cautious look on her face, before the camera turns back to Randy> **Two votes Randy;** <short pause> **one vote Dan.** <The camera shows Dan gazing into the distance>

Jeff Probst: <The camera shows Jeff pulling the fourth vote out of the urn, and then revealing it to the castaways> **Randy.** <Randy now raises his eyebrows sharply> **Three votes Randy;** <A close-up view of a tense-looking Ken is shown> **one vote Dan.** <The camera shows a close-up view of a worried Charlie, and then switches angles to show Jeff again>

Jeff Probst: <Jeff can now be seen revealing the next vote to the castaways> **Dan K.** <There is an eerie shift in the music, as the camera shows Dan staring ahead> **Two votes Dan;** <The camera shows Marcus with an uneasy expression on his face> **three votes Randy.** <A quick view of a contemplative Ace is then shown, before the camera focuses back in on Jeff>

Jeff Probst: <A rapid view of Crystal is shown, before Jeff reveals the sixth vote to the castaways> **Dan.** <A prominent sound is heard, as the camera shows Dan with a stoic look on his face> **We're tied:** <short pause> **three votes Dan;** <A wide view of both Dan and Charlie is shown next, before the camera returns to Randy> **three votes Randy.** <The camera focuses in on G.C., before returning to Jeff, who pulls the next vote out of the urn>

Jeff Probst: <Jeff unfolds the vote, and then quickly reveals it to the castaways> **Dan.** <A mysterious shift in the music occurs, as Dan can be seen smirking and nodding his head> **Four votes Dan;** <short pause> **three votes Randy.** <The camera then switches angles to show a close-up view of a frustrated Randy, before returning to Jeff>

Jeff Probst: <The music softens, as Jeff pulls the last piece of parchment out of the urn, unfolds it, and then stares at it with a slight smile> **Last vote:** <He reveals the

final vote to the castaways> **Randy.** <There is a prominent drumbeat, as the camera shows a close-up view of an uncomfortable Marcus. An unfazed Jacquie stares into the distance, before the camera switches angles to show both Ace and Ken. Jeff is now shown again>

Jeff Probst: It appears we're *deadlocked*. <The camera shows Charlie, who has a dismayed look on his face> We could be here 'til the sun comes up, and nobody's gonna change their vote, <Marcus can now be seen tensing his expression> so because, as a tribe, you guys are so *divided* that you can't come to an agreeable decision, it's now *out* of your hands; <short pause> it's now up to *fate*... <The camera focuses in on Jacquie for a few seconds>

Jeff Probst: Here's how this is gonna work: <short pause> Randy and Dan, you're both *safe* now. <A prominent sound is heard, as the camera shows Dan nervously licking his lips> Crystal, *you're* safe because you already have individual Immunity. <A close-up view of an immune Crystal is shown, before the camera scrolls over to G.C., and then goes back to Jeff>

Jeff Probst: The other *seven* of you are going to reach into this bag. <Jeff is now shown holding out a beige bag, before the camera scrolls across the **Babongo** members> Seven *rocks* in this bag. <A distressed Paloma is then shown> Six of the rocks are yellow. <Jeff is then shown again> That means you're *safe*; you're still in the game. <A close-up view of Ace is shown next> One rock is *purple*; <short pause> that means you're *out* of the game. <The camera shows Marcus with an uneasy look on his face, as he puffs out his cheeks, and then zooms out to show all ten **Babongo** members again>

Jeff Probst: Here's how this'll work: <short pause> Paloma, first *you'll* grab a rock. <Paloma can be seen subtly nodding her head> Then G.C., then *Jacquie*, <The camera now zooms in on Jacquie> and on and on until *Charlie*. Very important you don't *look* at the rock. <The camera then turns to Ken> When I tell you to, all *seven* of you will hold out your palms and reveal. <The camera shows all ten castaways looking at Jeff, and then scrolls back over to him> Here I come. <A mysterious shift in the music occurs, as the camera shows Jeff standing up and walking over to the castaways. He then holds the bag out, as Paloma reaches into it and pulls out a rock. G.C. can then be seen reaching into the bag and pulling out a rock, before the camera cuts ahead to show Jeff walking over to Jacquie>

Jeff Probst: *Alright*, Jacquie... <Jacquie nervously smiles and look away, as she reaches her hand into the bag. Dan is then shown with an observant look on his face, before the camera shows Ken reaching his hand into the bag and pulling out a rock>

Jeff Probst: *Marcus*... <A close-up view of Marcus is shown, as he reaches into the beige bag and pulls out a rock. Both Ace and Charlie are then shown. Ace can be seen holding up his hand, as he reaches into the bag and feels around for the last two rocks>

Jeff Probst: Only one rock *left*, Charlie. <Charlie now looks up at Jeff> Your choice has already been made for you. <The camera continues to focus in on a worried Charlie, as he reaches into the beige bag and pulls out the final rock. A rapid clip of an expressionless Ken is shown. The camera then zooms out, as all ten **Babongo** members can be seen, and Jeff returns to his seat at the front of the Tribal Council village>

Jeff Probst: Okay; <long pause> first Tribal Council as **Babongo**; <Ace is shown staring ahead> *already* your first tie, and somebody's about to win out. <A close-up view of Paloma is shown next> Either it's gonna be new **Fang**, or it's gonna be new **Kota**. <Jeff is then shown again> Let's find out who it *is*... <The camera shows the seven uneasy castaways reaching their hands out. The camera then scrolls across their hands, as the music softens>

Jeff Probst: Three, two, one, *reveal*... <The camera shows the seven **Babongo** members holding out their hands, as they open up their palms. Rapid close-up views of several yellow rocks are shown, before the camera abruptly cuts ahead to show the purple rock in a male castaway's hand. A prominent drumbeat is then heard, as the camera focuses in on the purple rock, and then rapidly zooms out, revealing that it is in Marcus' hand>

Marcus: *Unbelievable*... <The camera shows Ace with a delighted grin on his face>

Jeff Probst: *Marcus* has the purple rock. <Charlie is then gasping and turning his head in surprise> Marcus becomes the *eighth* person voted out of the game... <Crystal is shown with a satisfied look on her face, before the camera returns to Jeff>

Jeff Probst: <to Marcus> You need to bring me your torch. <Ace can be seen shrugging carelessly, before the camera shows a frowning Paloma shaking her head. A wide-eyed Jacquie is then shown with an expressionless look on her face, before the camera scrolls over to Dan and a relieved G.C. Marcus then places his torch into the slot in front of Jeff>

Jeff Probst: Marcus, <long pause> the tribe has spoken. <A prominent sound is heard, as a disappointed Marcus nods his head and Jeff can be seen snuffing out his torch>

Jeff Probst: <to Marcus> Time for you to go... <Marcus turns back to his former tribemates>

Marcus: **Kota**, have a good *game*. You guys take them *out*... <A now sad-looking Jacquie is shown waving to Marcus, before the camera switches angles to show both Crystal and G.C. Marcus can then be seen walking out of the Tribal Council village, as the camera follows him for a few seconds and he fades into the surrounding darkness>

Jeff Probst: Well, <short pause> I *could* be wrong, but I think tonight's vote just had a *huge* impact on the way the rest of this game's gonna play out. <The camera shows a close-up view of Paloma, as she shifts her expression. Jeff is then shown again>

Jeff Probst: Grab your torches; <short pause> head back to camp. <Another wide view of the nine remaining **Babongo** members is shown> Good *night*. <'Ancient Voices of Gabon' begins to play, as the camera shows the nine castaways standing up and grabbing their torches>

Randy - CONFESSIOAL: **Fang** won the *vote* tonight, which is exactly what we needed to do. <A side view of Crystal is shown, before the camera scrolls over to Jacquie> You know, it's five-*four*, so <pause> anybody who was wearing a yellow buff 24 *hours* ago, they're on *notice*, and <long pause> I can't wait to vote them all *off*. <A close-up view of Dan is shown next> *Goodbye*... <laughs> <The camera then fades out to show a front view of the nine **Babongo** members walking out of

the main Tribal Council area with their torches. An overhead view of the Gabonese village Tribal Council is then shown, before the screen fades to black>

Episode 9 - Undisclosed Title

Jeff Probst: Next time on Survivor: <The camera shows a family of elephants parading through the savannah, before fading out to show the Babongo tribe’s flag>

Jeff Probst: <narration> G.C.’s on the outs with his alliance... <A close-up view of an expressionless G.C. is shown, before the camera cuts ahead to show Randy, Ken, and Ace talking>

Randy: G.C.’s been talking to Dan; he’s been talking to Charlie... <G.C. is then shown again>

G.C. - CONFSSIONAL: I kinda feel like I’ve been runnin’ with the wrong crowd, <A clip of G.C. and Dan talking is shown next> but <pause> you know, it’s almost like when you’re in a gang, sometimes it’s just hard to leave. <There is an eerie shift in the music, as the camera cuts back to Ace>

Ace: <to Randy> G.C.’s gotta go... <A close-up view of a calculating Randy is shown next>

Randy - CONFSSIONAL: If you want to get out, the only way you’re gonna get out is if I vote you out... <The camera then shows a clip of Ace holding the two hidden Immunity Idols>

Jeff Probst: <narration> And Ace feels the power of having both idols... <The camera shows Ace>

Ace - CONFSSIONAL: I’m, like, practicing my speech for the finals... <laughs> <A clip of Charlie and Dan talking in the Babongo tribe’s main camp area is shown>

Charlie: <to Dan> We gotta make a move. <The camera shows a close-up view of Dan>



Dan: <to Charlie> I mean, I’ll do everything in my power to take out Ace right now... <There is a prominent sound, as the camera shows a view of a confident Ace. The screen then fades out>

Marcus’s Final Words:

<‘Island Council’ plays, as the camera shows a close-up view of an expressionless Marcus, who is sitting at a torch-lit confessional with several dark tribal huts visible in the background>

Marcus: I don’t have any regrets about my decision to choose a rock tonight because I knew that switching my vote to Dan over Randy was something I wasn’t gonna be able to do. I felt like I made the best choice given the circumstances I had to work with, and unfortunately, it didn’t work out. <The camera cuts ahead to show a later portion of Marcus’ Final Words> Survivor is something you can’t really explain to people. It’s an experience only me and now seventeen seasons of people know what it’s like, and <pause> to be one of only a handful of Survivors who can say that I never received a single vote against me, that’s something I’m always going to take that few Survivors are going to have. <The screen then abruptly fades out>

Episode 8 Voting History:

0* Votes Against	Survivors Voting Against Marcus				
	NOTE: Because the vote was deadlocked, the Survivors had to draw rocks in order to determine who would be eliminated. Marcus selected the purple rock, and therefore became the ninth castaway to leave the game.				
5* Votes Against	Survivors Voting Against Dan				
					
5* Votes Against	Survivors Voting Against Randy				
					